

Complete Final Fantasy III Forbidden Game Secrets



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Hayaku Kaku

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Final Fantasy III
Forbidden Game Secrets

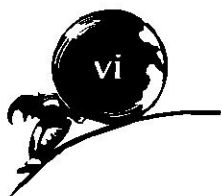
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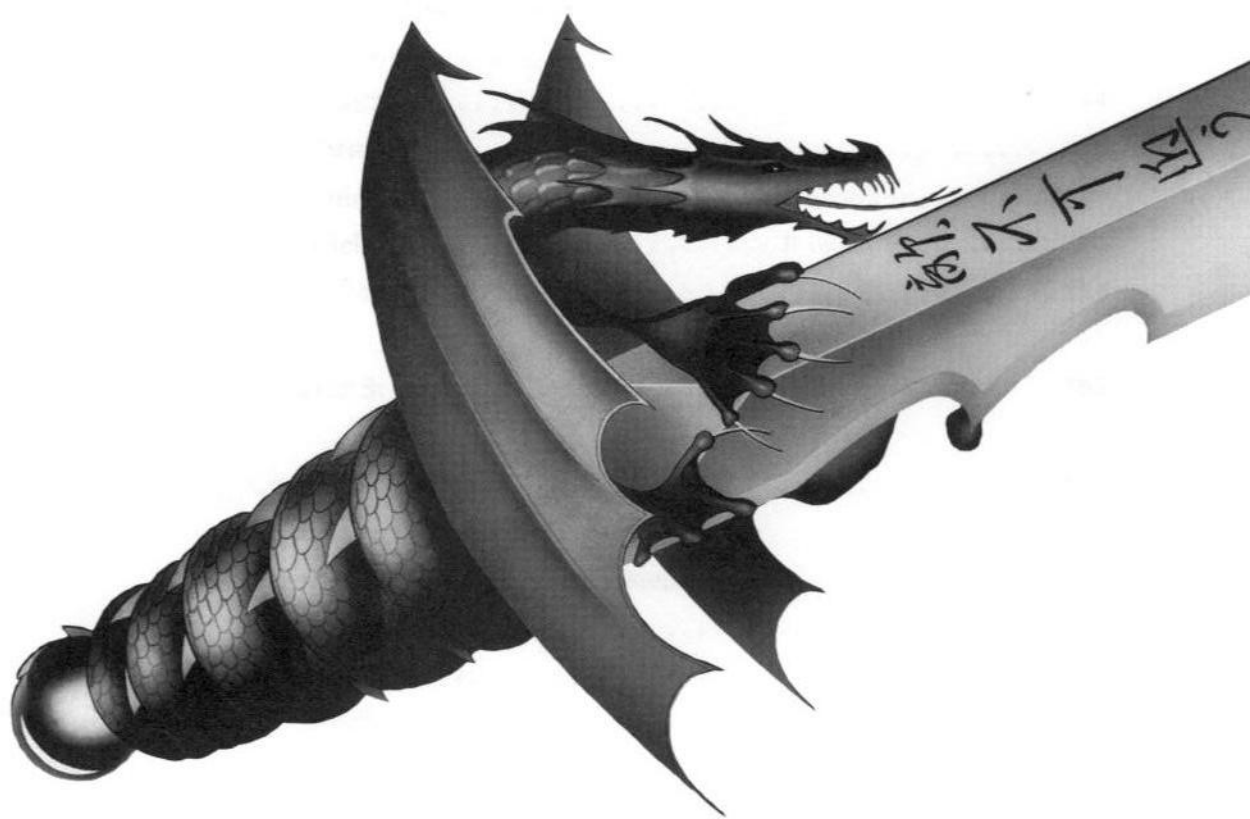
Table of Contents

Chapter 1: The Quest Begins	3
Historical Overview	3
Finding Your Way in the World	4
The Watersheds of History	25
Chronology of Events	26
Overview of the Coming Quest	28
Play Mechanics	28
Mechanics of the Game	28
Summary	41
 Chapter 2: Heroes and Heroines	 43
Terra Branford	44
Locke Cole	45
King Edgar Figaro	47
Sabin Figaro	49
Shadow	54
Cyan Caramonde	55
Setzer Gabbiani	57
Celes Chere	59



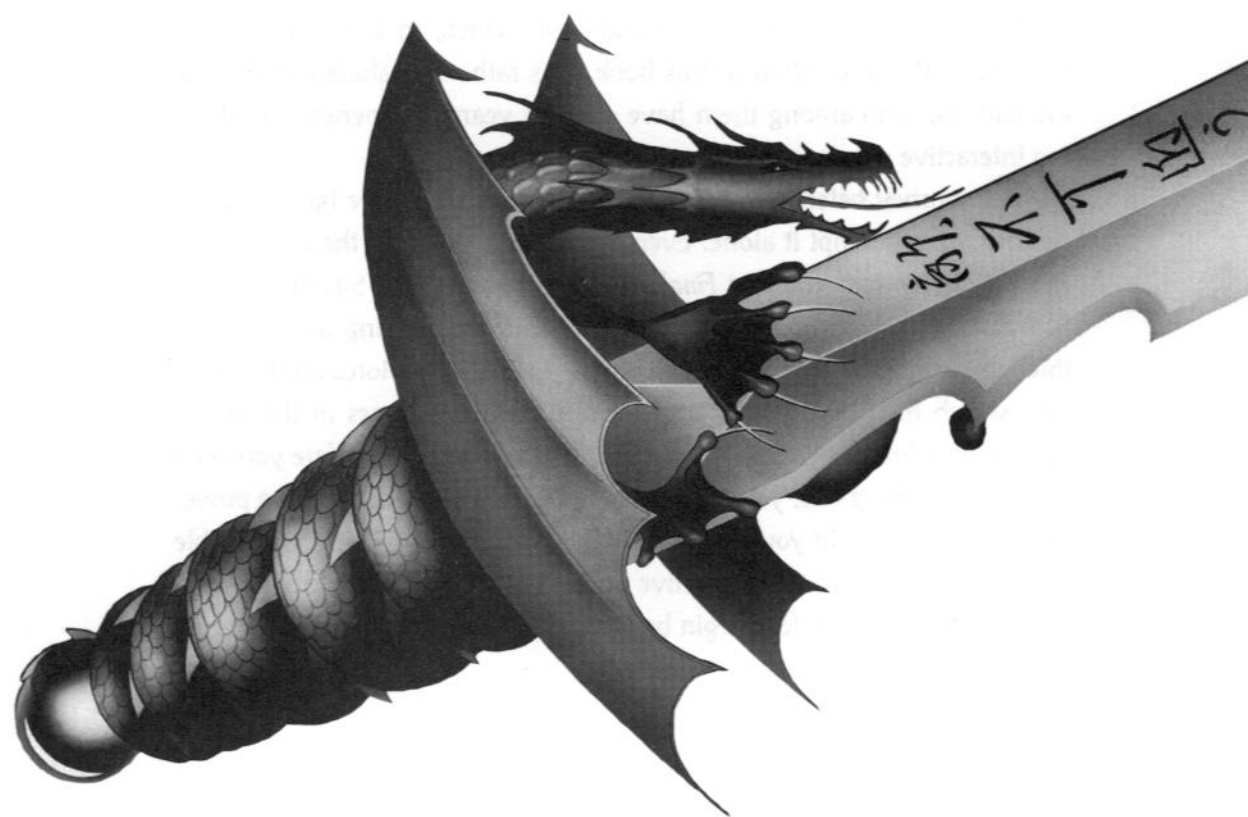
Complete Final Fantasy III Forbidden Game Secrets

Gau	60
Reim Arrowny	61
Strago Magus	62
Mog	64
 Chapter 3: Magic	 69
Espers	70
Spells	82
 Chapter 4: Weapons and Supplies	 91
Items	92
Relics	94
Armor	99
Shields	109
Helms	115
Weapons	124
 Chapter 5: Monsters	 163
 Chapter 6: Bosses	 299
 Chapter 7: Completing the Quest	 347
Overall Strategy	349
The Final Party	431
High-End Stores	434
 Index	 443



Welcome to *Final Fantasy III*, the most extensive, richly detailed fantasy role-playing game ever designed for a video console. No, this is not a public service announcement for Squaresoft, which, in fact, had nothing to do with the production of this book. It is rather the shared opinion of the authors, who among them have over 25 years of experience evaluating interactive entertainment.

The journey before you is long and arduous, and we're happy you've chosen not to attempt it alone. Even if you're a veteran of the earlier *Final Fantasy* epics, you'll find that *Final Fantasy III* far surpasses Squaresoft's earlier releases, both in its play value (no one will be finishing this one on a three-day rental) and in the quality of its presentation. Moreover, the story line, which has always been an integral part of the games in this series, has far more branching points than ever before. Therefore, before you even begin to play the game, you need a firm grasp of the politics and the power structure of the world you're about to enter. Otherwise, you won't be able to place game events in perspective and it will be virtually impossible to complete the quest. So let's begin building that perspective for you now.



The Quiet Begins

Historical Overview

It was the most apocalyptic time in the memory of man. A thousand years have passed, with reality and mythology mixing freely in the interim, yet still the War of the Magi can spark ripples of terror along the collective memory of the human race.

Once, before the conflagration, there was magic in the world. It was the province of the Espers, supernatural beings who lived apart from humanity. There was harmony in the world until the Espers were provoked into internecine warfare through the machinations of an evil interloper. The savage War of the Magi decimated the entire world. Before the last combatants fell, most of the human race had also been obliterated.

The few surviving humans slowly went about the business of rebuilding civilization based around the remorseless logic of science. Magic had perished with the Espers, and lived on now only in legends, songs, and stories. Over the centuries which followed, the new world was shaped exclusively through the creations of the rational mind: gunpowder, steam engines, and other early staples of an industrial revolution.

And then, after a thousand years of reconstruction, something unforeseen occurs. Rumors begin to circulate that an Esper, frozen since the War of the Magi, has been somehow revived. Soon, the entire population is panic-stricken by tales of apparently rampant magic use. An exotic woman is said to have incinerated 50 armed and armored warriors before



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they could even begin to return fire. Even Imperial Commandos, it is whispered, now use magical weapons during combat strikes.

Magic, it seems, is not dead after all, and neither are the Espers.

The world stands poised on a razor's edge, but who wields the blade, and what plans might they hold for this mechanized world and its oh-so-rational inhabitants?

Finding Your Way in the World

The world of *Final Fantasy III* is vast. Your explorations will be guided in detail in Chapter 7. For now, you need only familiarize yourself briefly with some of the key locations and their significance. Don't take the synopses that follow as complete guides in any respect. Simply use them as a frame of reference for later events.

Narshe

A mining town that enjoys great prosperity during the Industrial Age, it is the place where the frozen Esper was discovered, and is therefore of great interest to the Empire. Yetis and Mogs are present in the caves of this area.

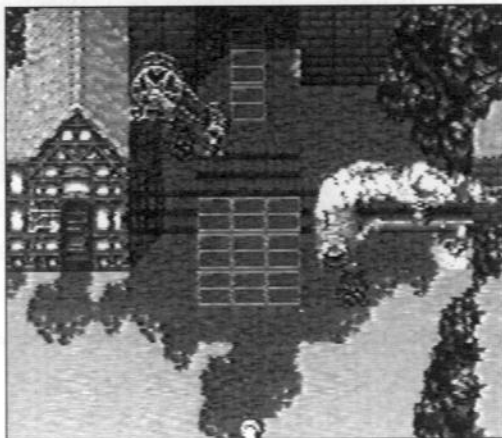


Figure 1.1
When you find yourself in Narshe, you can expect the unexpected. Search thoroughly to discover more about the mysteries of the Espers.

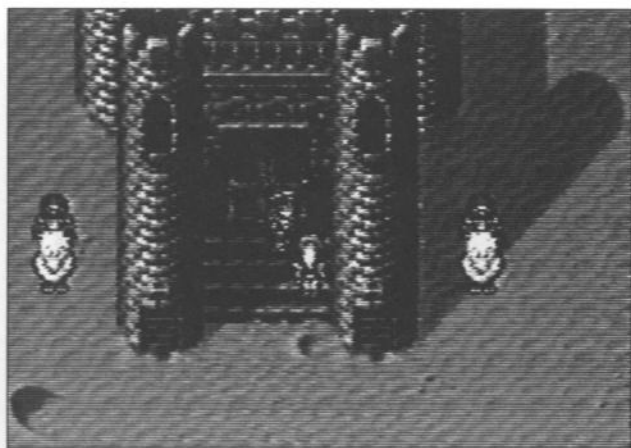


Figure 1.2
Look out for Castle Figaro.
This magical dwelling can
appear and disappear at will.

Castle Figaro

Ruled by young King Edgar, Figaro is the site of great technological advances in the new society. Judging by outside appearances, this castle seems archaic and feudal. Stepping inside its walls, however, you will find miracles of science and robotics beyond your wildest imaginings.

This fortress is perceived as a great threat to the Empire, because the Empire has not been able to consistently exert its influence over this province. When threatened by outside aggression, the entire castle can sink beneath the shifting sands of the desert and move to a new location. Armed with such defensive power, Edgar is able to act with relative impunity against the Empire.

South Figaro

Its merchants, much like the Medici of early Europe, solidify the political structure of the entire area by exerting the considerable power of their pursestrings. Because these same merchants are naturally suspicious of those who covet their wealth, the entire area is honeycombed with secret passages and hidden caches of treasure. In addition, South Figaro is known as the source of some of the finest weapons in the world.



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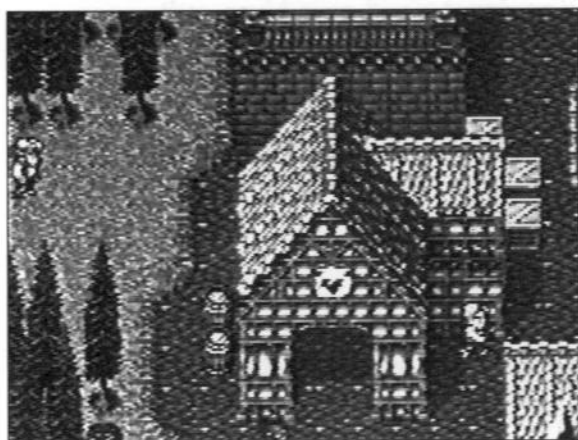


Figure 1.3
When you enter South Figaro, be sure to explore its secret passages.

Mt. Koltz

It is rumored that a secret pass near Mt. Koltz leads to the headquarters of the Returners. These rebels have been forced underground by the persistent pursuit of the Empire, but their power and influence in the land seems to be growing rather than diminishing. Mt. Koltz is also reputed to be a place of great spiritual power, allowing those who contemplate mystical questions near its pinnacle to achieve great enlightenment. Therefore, don't be surprised if you encounter one or more Monks in the area.

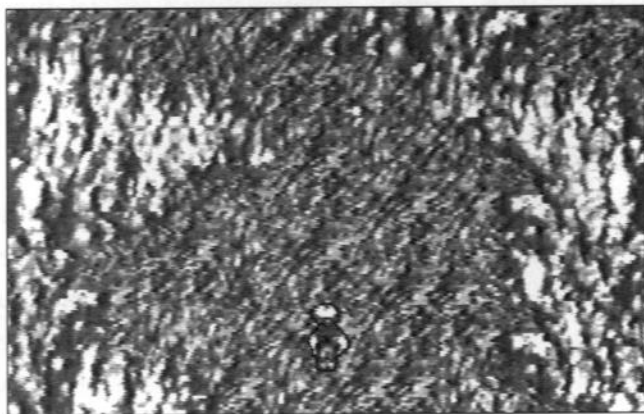


Figure 1.4
When you arrive at Mt. Koltz, pay close attention to irregularities in terrain; they can help you find the secret hideout of the Returner.



The Returners' Hideout

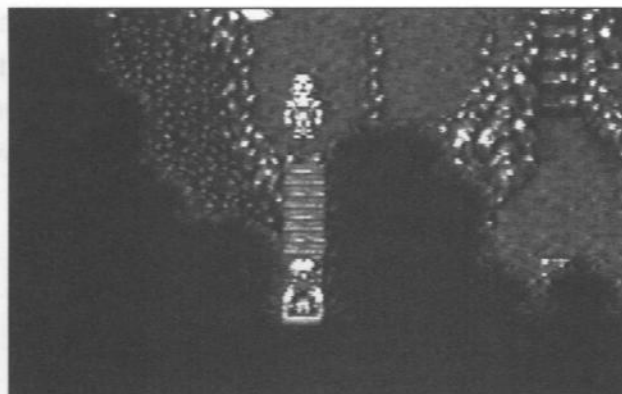


Figure 1.5
Listen carefully to what the Returners say. These are the seeds of resistance against the Empire.

Banon acts as the default leader of this ragtag band, but he'll need your help to continue the struggle against tyranny and oppression. When you reach this area, listen well to everyone you meet and search thoroughly for items that may help you in the days ahead.

The Encampment of the Empire



Figure 1.6
Beware of the bad karma that haunts the Empire encampment, the location of Kefka's initial treachery.

This is the site of Kefka's betrayal of the Empire and his initial steps toward usurping the throne. Kefka defied the orders of General Leo—a high-ranking Empire commander who is inclined to be sympathetic toward the rebellion, if not toward the rebels themselves. Kefka waited until the General was away on urgent business, then poisoned the waters of Doma Castle, a cruel and vile act unthinkable under the gentlemanly code of war practiced by General Leo.

Castle Doma

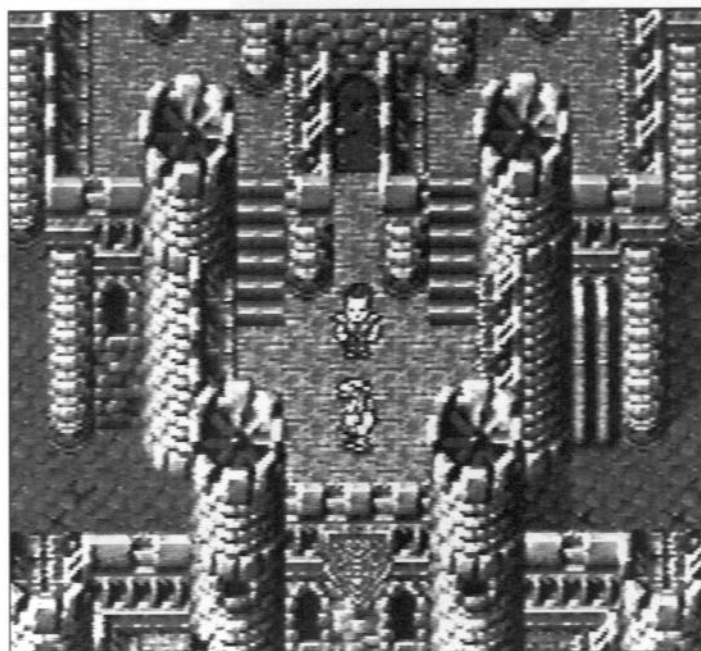


Figure 1.7
You must observe
the warrior's code
here in Castle Doma,
home fief of a proud
clan of Samurai.

It is located in the home province of Cyan Garamond, a fierce Samurai warrior who will be vital to the quest ahead. After seeing all the people of his beloved town—including his Lord and his family—poisoned through Kefka's treachery, Cyan vowed to exact his vengeance on the Empire without mercy in accordance with the Warrior's Code and the teachings of the Samurai masters to whom he had sworn fealty.



Phantom Forest



Figure 1.8
You must remain alert in the Phantom Forest which has led many a traveler astray.

Shrouded in mystery throughout recorded history, the Phantom Forest is mostly avoided by casual travelers, many of whom have lost their way in its depths, never again to return. Some Shamans speak of a Ghost Train, which runs through the forest on tracks that do not exist. Questions abound about the true nature of the forest, but none doubts that it is the focal point for powerful magic beyond human understanding.

The Ghost Train

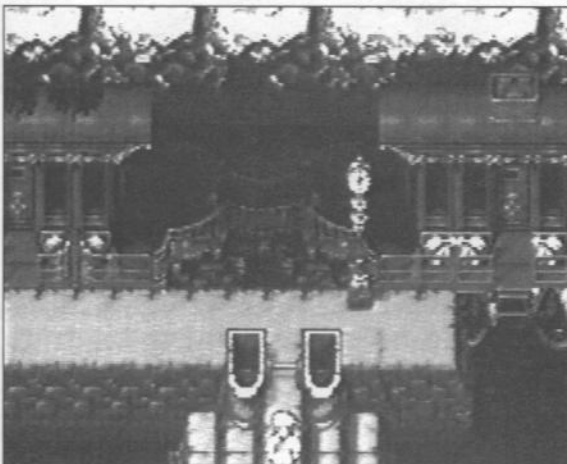


Figure 1.9
Prepare for one of the first major mysteries in the game here at the Ghost Train.



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Just as the existence of the Ghost Train itself is questioned, so is that of its passengers. The songs of the local bards echo the long moaning wails emitted by its whistle, over which the very audible screaming of lost souls can be heard even beyond the boundaries of the Phantom Forest. Those unlucky few who have camped nearby are awakened by this mysterious sound only once each night, dead at the stroke of midnight. Some run screaming into the night, others lose the ability to speak for days on end, and all who have heard the sound grow old on the spot. Their hair whitens, liver spots appear on fair young hands. If you feel you must enter this area, beware!

Baren Falls

Traveling across the Baren Falls will be one of the great hardships you face early in the game. Travelers who must reach Narshe expeditiously have no choice but to take the leap of faith over Baren Falls. En route to the bottom, you'll be attacked by vicious piranha and other forms of hostile marine life.

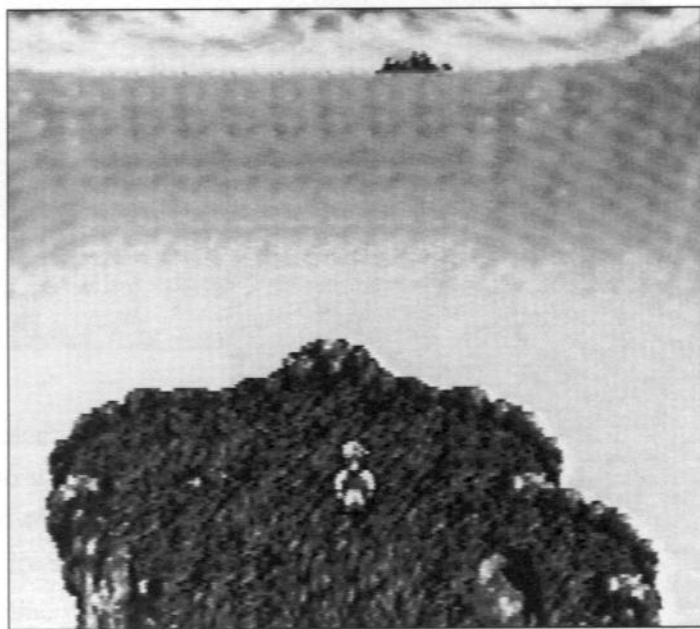


Figure 1.10

This is the view from the top of Baren Falls, a one-way trip to Hell on the road to Narshe. You must make this leap of faith to proceed on your quest.

The Quest Begins

Moreover, at the bottom of the falls, which seems to take forever to reach, the currents are swift and treacherous. There's a chance that you'll survive and continue on your way, but an even greater one that you'll be swept away to oblivion. Because Baren Falls is a one-way ticket, you should also make sure that you've thoroughly explored the area you're in before committing yourself to this journey.

Mobliz



Figure 1.11
When you come to
Mobliz, you must look
nearby for a Beastfield
in order to meet Gau.

This is the closest town to the bottom of Baren Falls. Nearby is a "Beastfield," a gathering place where different types of monsters from around the world can "gangbang" with impunity. Go girded for battle and you'll gain much experience, which will serve you in good stead for the remainder of your quest. You may also find a new companion in an unlikely situation—traveling with the enemy.

Cave of Mt. Crescent



Figure 1.12

You must find Gau's buried treasure here at the Cave of Mt. Crescent, near the city of Mobliz.

This is one of the key locations you must explore thoroughly to complete your quest. Here you will find Gau's buried treasure—without which, you cannot complete the game.

Harbor Nikeah

A town that trades frequently with the merchants of South Figaro, it boasts well-stocked shops, where adventurers can usually find tools and provisions that they desperately need. Because trade ships routinely ply the waters between the two provinces, you can also book passage on any of these vessels to quickly shuttle from one to the other. A good place to renew old acquaintances.

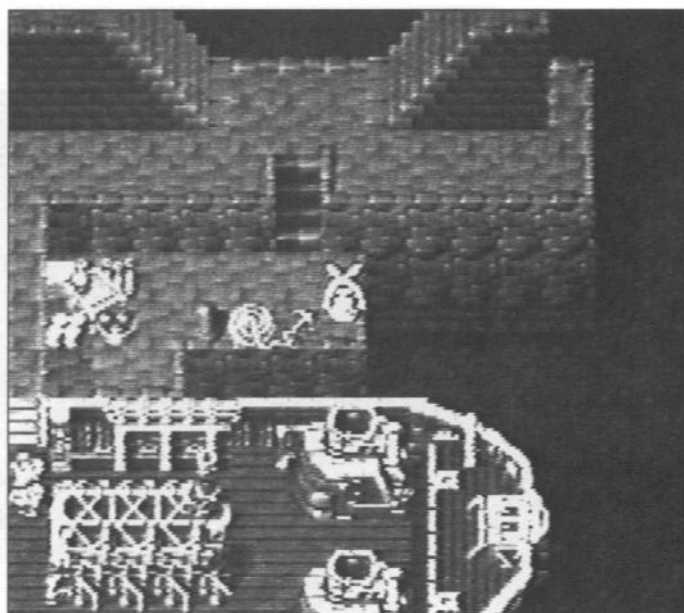


Figure 1.13
Harbor Nikeah, a rich coastal trading town, will be your jumping-off point for other ports of call.

Kohlingen

The hometown of Locke Cole, thief extraordinaire and excellent traveling companion.

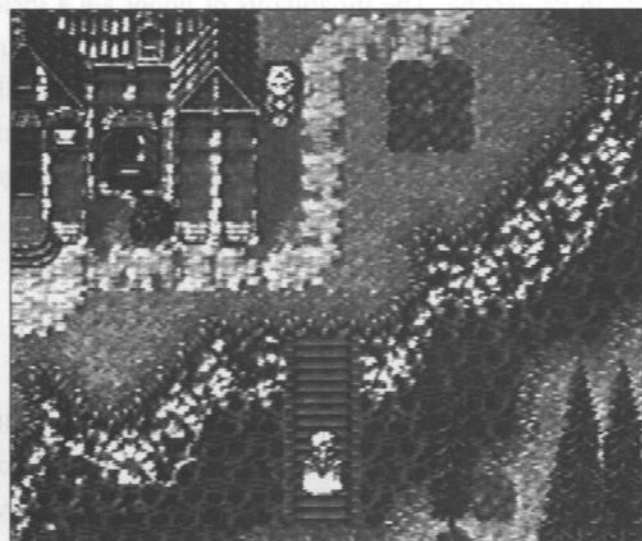


Figure 1.14
Don't pass up Kohlingen, even if it does look like a one-horse town. Looks can deceive.

Jidoor



Figure 1.15
Discover the truth
about one important
local personage from
the snobs of rich
Jidoor.

This extremely caste-oriented society is preoccupied with status and social influence to the exclusion of any true economic or political power, much like the Roman Empire late in its decline. The inhabitants of Jidoor are a society squabbling over dinner seating while the restaurant burns down around them. The only real reason for less superficial beings to travel to this province is to visit its auction house, where some of the most valuable items in all the realm are put on the block daily. You may also wish to investigate a rumor about one of the dearly departed inhabitants of the area lingering for reasons known only to himself.

Zozo

Zozo is the community of castoffs from Jidoor. Its inhabitants definitely live on the other side of the tracks. If you were to ask the good citizens of Jidoor, they would quickly report that there is nothing of value in Zozo, only a

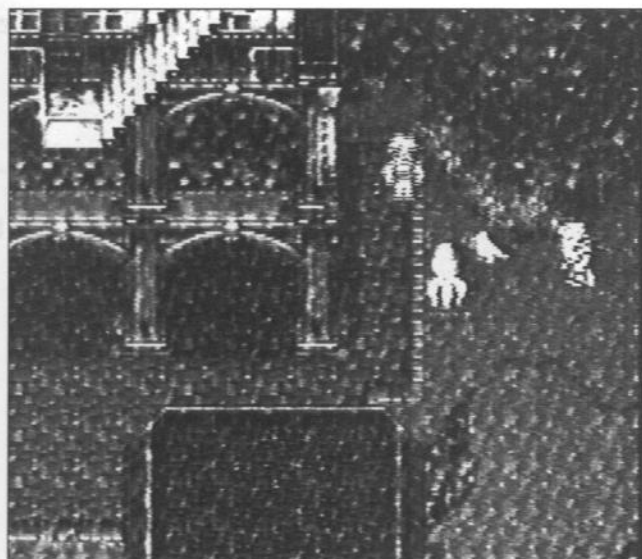


Figure 1.16
Your search for an honest man here in Zozo, the home of liars and thieves, will pay good dividends.

rogue's gallery of liars and thieves. However, astute adventurers might want to make that judgment for themselves.

The Opera House

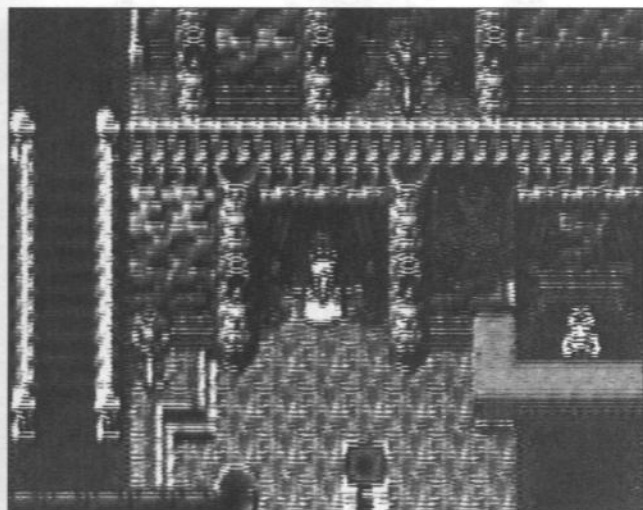


Figure 1.17
Here at the Opera House, prepare for one of the most crucial dramatic events of the early story line.

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South of Jidoor, this is the center of culture for the realm. The drama of Celes and Locke will begin here.

Blackjack

This ship will become your primary mode of transportation later in the game.

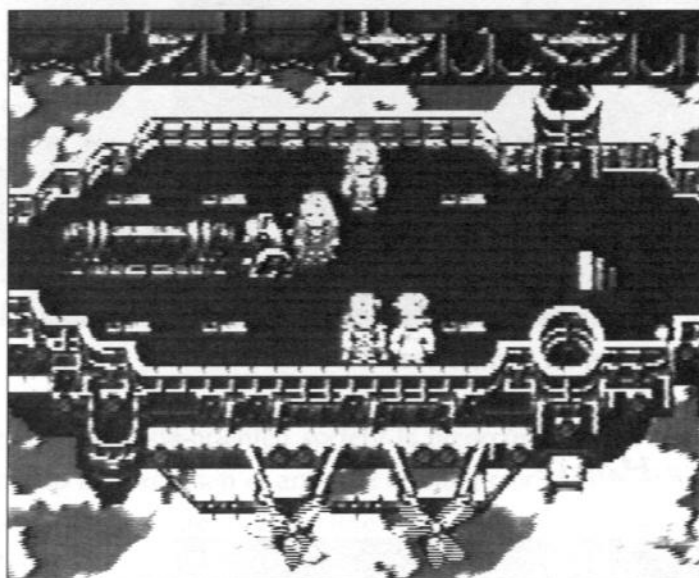


Figure 1.18
You must find and use
Setzer's flying airship
to speed your travel.

Albrook

All invasions and other desecrations of the rights of others begin here. It is a place where tremendous evil and deception are plotted in the name of the greater good.

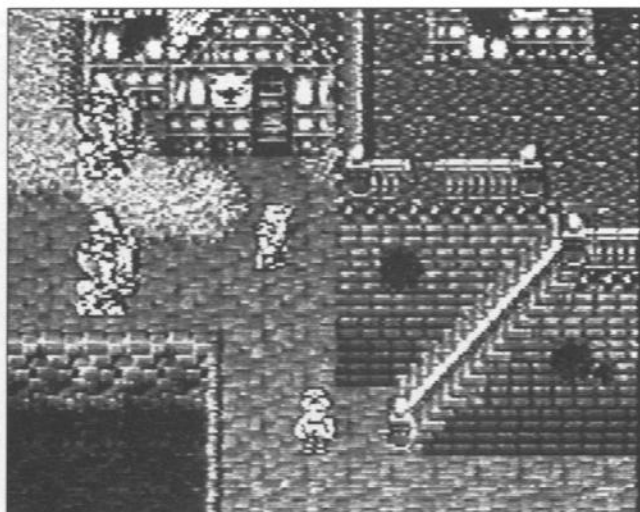


Figure 1.19
Expert the worst Empire
treachery in Albrook, the
military staging area.

Tzen

Located on the northern boundary of the continent, this small town is forced, by its proximity to both the Empire and the Rebellion, to attempt to remain neutral to the greater issues and trade with both sides. Much like Switzerland during World War II, Tzen is an independent sovereignty caught in a precarious position, seeking only to survive.



Figure 1.20
You must play the diplomat in
Tzen, a province trying to
straddle the fence between the
Empire and the Rebellion.

Maranda

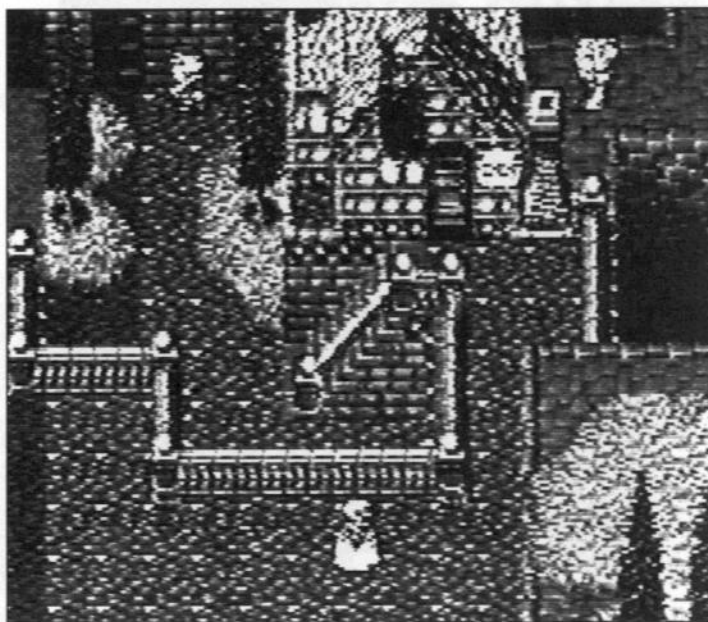


Figure 1.21
Beware the deep bitterness of Maranda, a shadow of itself after occupation by the Empire.

Once known as the most beautiful town on the continent, it was razed to the ground years ago by the Empire. In the aftermath of this attempt at genocide, the survivors have rebuilt a functioning community, but it will be eons before Maranda rises to its former glory.

Vector, Capital of the Empire

All armies are trained here. This is also the site of the Magical Research Institute, where helpless Espers are enslaved and coerced into following the will of the Emperor. All magical "research and development" for the enemy takes place at this facility.

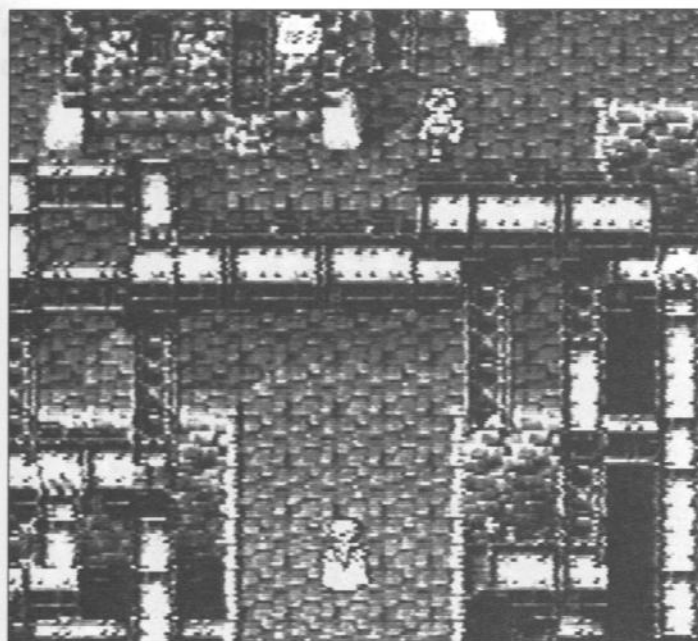


Figure 1.22
Search Vector thoroughly
to find the Magical
Research Institute.

Empire Castle

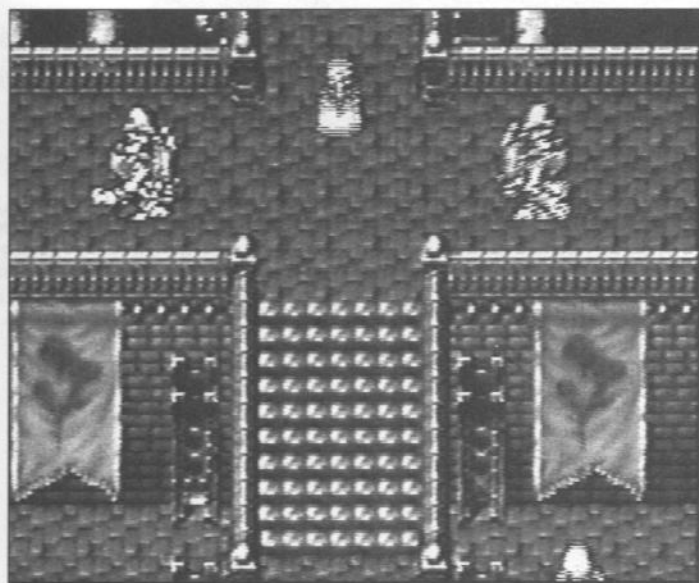


Figure 1.23
When visiting Empire Castle,
accord the Emperor a degree of
respect he does not deserve;
you'll be amply rewarded.

Surrounded by fire in the center of Vector, this fortress is daunting even to the most seasoned adventurer. Avoid it at all costs until you're well prepared. Remember you can also kill your enemies with kindness.

Thamasa

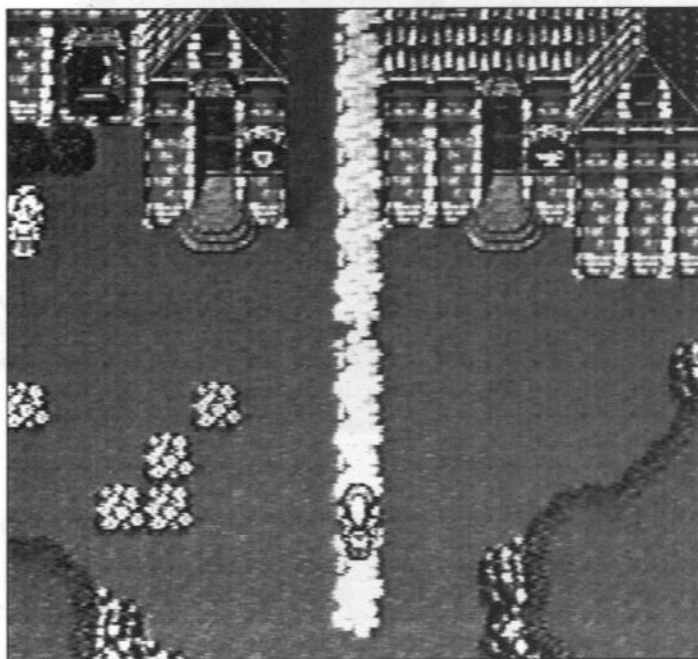


Figure 1.24
You must make your way carefully through Thamasa, whose people are distrustful of all strangers.

Thamasa is a xenophobic society that, owing to the destruction of its Espers by unknown powers, is extremely distrustful of strangers. You may learn things of value here, but only if you represent yourself with care.

The Enchanted Continent

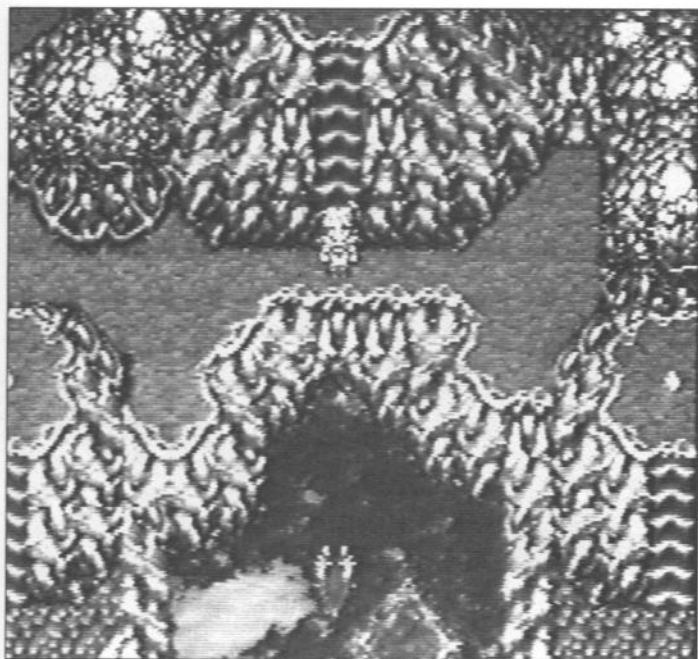
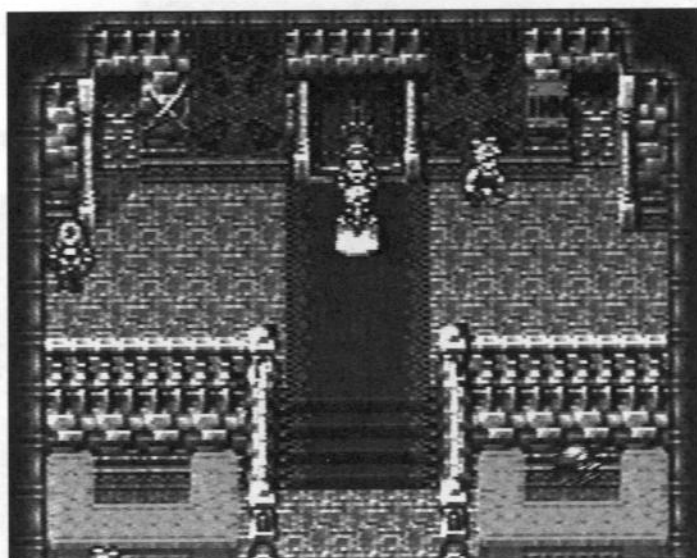


Figure 1.25
Look out for tricks
and traps here on the
Enchanted Continent.

This land mass moves across the sky much like a cloud, and changes shape as if it were a living being. The only way to reach it is with Setzer's airship, the Blackjack. The Enchanted Continent also holds three magical statues, believed to be the source of power that holds the continent together. Powerful monsters roam freely on this continent, and they've prepared their defenses in anticipation of your arrival. Traps and tricks abound, but if you can endure them all, you may also find a powerful ally.

The Colosseum

Figure 1.26
Prepare to engage in individual combat here in the Colosseum, a place where warriors may challenge one another to gain possession of new and exotic items.



The Fanatics' Tower

Figure 1.27
You must face many powerful magical guardians on your climb up the parapets of this monstrosity.



The Ancient Castle

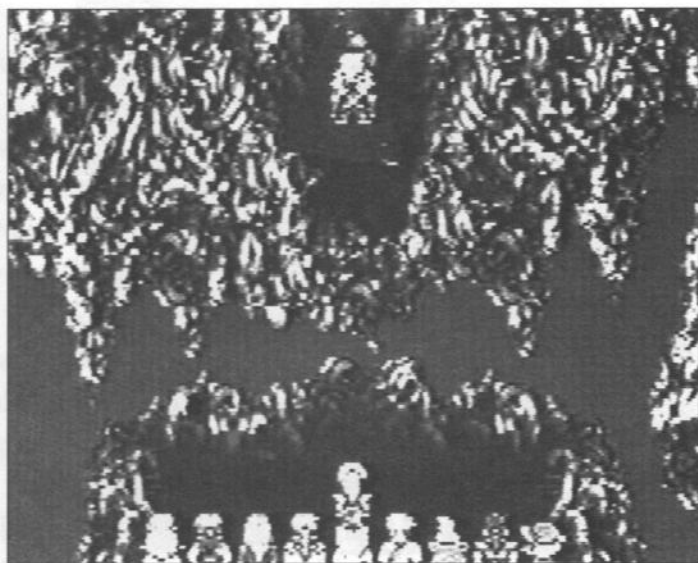


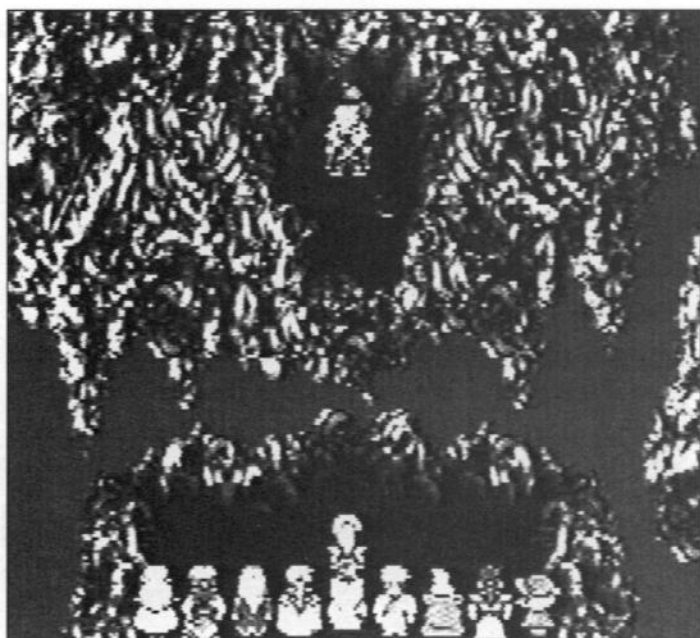
Figure 1.28
You must seek out the hidden passageways here in the Ancient Castle, the historic seat of power before the War of the Magi.

Legend has it that Odin razed this once-proud city and that the king and queen were turned to stone. Look closely for hidden passageways; you may be lucky enough to find their final resting place.

The Last Dungeon

Kefka has gathered his strength here, in the form of scores of captured Espers. The fate of the world hangs in the balance; only the true and the cunning will survive.

Figure 1.29
The worst is yet to come in the Last Dungeon, where you must engage Kefka and his mutated Esperoid in the final confrontation of the game.





The Watersheds of History

Keep this in mind when studying the historical world in which *Final Fantasy III* is set: dating is backward during the period following the War of the Magi, which ended in the year 1000. From that point, until the year the frozen Espers are found in the mines of Narshe (the year designated 0), time is tracked in reverse. As a result, while time moves forward in both our Overview and Chronology, the numbers go backward.

The society evolved from its feudal origins into a constitutional Empire. The Empire, symbolized by the grand capital city Vector, maintained world-wide peace for half a century, beginning in 735 when the constitution was originally drafted.

In 685, its authority was challenged, but the Empire did not react with violence. Instead, it simply withdrew from the confederation of nation-states and established itself as an independent power. The Empire then made the formation of a powerful military its top priority. Before long, this power base inevitably led the Empire to assume the position of enforcer among the new societies.

During the half-century of peace, around the year 700, the wheels of the great industrial revolution first began to turn. Over the next two centuries, change came hard and fast to all the nation-states, especially the Empire, which exploited the new technology to forge a truly fearsome police force.

With great prosperity and growth, however, came the demons of greed, power lust, and jingoism. Soon after the breakup of the Empire, the world spent the next few centuries constantly distracted by recurring, industrial-driven warfare.

Eventually, weary of war, the world embarked on a period of tenuous peace and tentative rebuilding. Unfortunately, around the year 200 a series of occurrences conspired to destabilize the recent alliances and treaties. Castle Figaro was refitted with huge turbos, allowing it to sink into the sands on which it was constructed, leaving the fortress virtually impervious



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to attack. At the same time, vast deposits of natural resources were discovered in the caves beneath Narshe—along with an Esper, frozen in stasis since the War of the Magi ended. Finally, as a backdrop to these startling events, rumblings began to be heard from the remaining nation-states, which strongly resented the increasingly incursive foreign policy practiced by the frighteningly powerful Empire.

By the year 100, the Empire was openly invading neighboring nation-states based on challenges to its sovereignty, real or imagined. Even worse, Kefka, a rogue force within the Empire itself, acquired Esper artifacts and established a secret laboratory dedicated to the exploitation of the mystical arts. This is, in fact, the place where the magical weapons brandished by the Imperial Commandos were forged.

The forces of darkness once again aligned themselves. Can it avoid repeating the mistakes of the past, or is the world doomed to suffer another cataclysm?

Chronology of Events

The chronology given below includes events that have occurred in the last 1,000 years. World history before the end of the Magic Wars remains a mystery. Crucial documents detailing these events were consumed in the pervasive violence of the time; only folklore remains.

- | | |
|------|--|
| 1000 | The Magical Wars end. |
| 980 | According to official Doma records, the war is lost. |
| 735 | A conference for world peace convenes and the first constitution is drafted. |
| 685 | The Empire becomes an independent military power. |



The Quest Begins

- 600 Doma Samurai sign on with many factions as mercenary soldiers.
- 308 The Industrial Movement and the Renaissance begin.
- 202 Figaro Castle is completed in the north country.
- 199 Narshe is formed after the discovery of a huge mineral source inspires a kind of "gold rush" frenzy.
- 115 Narshe establishes special political and commercial relations with other powers.
- 84 Figaro becomes even more dependent on the use of machines as the core of its society.
- 72 Agustra becomes the heir to the National Security Council.
- 59 The Empire undergoes a massive coup, orchestrated by Agustra's father.
- 20 Agustra's charismatic powers enable him to ascend to the Emperor's throne at age 52.
- 18 The first invasions by the Empire lead to the capture of the southern countries. The Magical Research Institute is formed.
- 12 In response to a study from the Magical Research Institute, Kefka leads a major reorganization of the Empire.
- 8 Kefka introduces a prototype of magical armor and builds a second invasion around its powers. South Figaro is captured.
- 7 Edgar's father, the king of Figaro, passes away and Edgar assumes the throne.
- 3 Skirmishes between Doma and the Empire begin.
- 2 The Empire invades eastern Doma.
- 0 Frozen Espers are discovered in the depths of a Narshe coal mine.



Overview of the Coming Quest

Your ultimate quest is to remove Kefka as a threat to the world and to avert the chaos and destruction that he has planned. To do so, you must first unite the 14 central characters of the game and develop all of them into formidable warriors and magic users. Fortunately, there are dozens of sub-quests and adventures in the game that will give you the opportunity to do so.

Play Mechanics

Although the Squaresoft game manual is quite comprehensive in its explanations of game commands, we realize that many such manuals will not survive multiple rentals. Some of you will attempt to learn how to manipulate the myriad of menus and commands on the fly. Therefore, all the important details are provided in this book.

Mechanics of the Game

The Control Pad

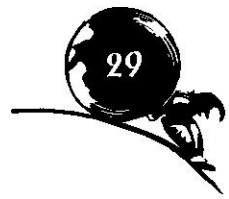
The listing below provides situational and area-specific button commands.

Start

Outdoors: Toggles the world map on or off.

Combat: Pauses the game.

The start button also saves a character's name.



Select

Increases menu scrolling speed.

Direction Pad

Steers the party to its destination.

Moves the cursor to a new menu command.

L and R

Use these buttons to move through long lists of items or spells a page at a time. You also can use these buttons to change the active character when you are outfitting your party.

A

The A button is the one you use most often. It is the button you press to select items or commands off the menus, of which there are many. Also, you must press this button to converse with other characters, manipulate switches, or open treasure chests. Finally, while aboard Setzer's airship, the A button permits you to accelerate forward.

B

Cancel a previously selected command or exit the current menu.



X

Returns you to the Main Menu. You cannot do this during combat or noninteractive cut sequences.

Y

Toggles your display between the magic points required to invoke a given spell and the percentage of that spell the active character has learned to date.

Starting and Saving the Game

When you first start the game, the title screen appears. If you do nothing, a looping opening sequence will play for you. By pressing the A button, however, you gain the option of starting a new game or continuing a saved game. You can save up to three games and it is strongly suggested that you do so. You should frequently update the saved games. You can't save just anywhere except when outdoors. When you are indoors, you must find a star save point.

Entering a Character's Name

When introduced to new characters, you have the option to personalize the characters' names or accept defaults. When the Name Entry screen appears: use the Direction control to select a letter, the A button to add it, and the B button to delete the last letter of the name when you finish your selection. The L and R buttons move your cursor around the screen. If you don't want to change a name, press start.

The Quest Begins

Special Movement

In addition to wearing out some shoe leather, you have two methods of travel in Final Fantasy III. The most common one you use early in the game is to ride a Chocobo. These mounts are relatively inexpensive to rent and you can usually find their stables in wooded areas near towns. A few stables are located in the towns themselves, but this is less common.

Once you acquire a Chocobo, you can spur it forward with the up arrow on your direction pad. To turn the steed, hold down either the left or right direction arrow. If held in conjunction with the L or R button, the mount turns more sharply. When you arrive at your destination, press the B button to dismount. The Chocobo will then run away and you will need to purchase another in your current location.

The other method of travel is the airship. Airship control is similar to Chocobo control with the following differences: A makes the airship go forward, B lands the ship, the down arrow makes it climb, and the up arrow makes the ship descend.

Main Menu Screen

The home screen for gameplay is the Main Menu. The left side of this screen contains vital character information. The right side divides into four smaller areas: Menu Commands, Amount of Game Time Spent, Distance, and Money. As many as four characters can serve as party members at once. The four areas provide several crucial items.

1. The character portrait.
2. The character's name and occupation.
3. The character's level (LV).
4. The Current/Maximum number of hit points for the character (HP).

When this number is reduced to zero, the character is knocked unconscious.



Complete Final Fantasy III Forbidden Game Secrets

5. The character's magic points (MP). Not all characters begin with magic points, but those who do not can earn them later.

To arrange the marching order of the party, use the left direction arrow. In general, it is best to keep characters with high hit point levels in the lead.

Menu Commands

The following menu commands are active:

1. **Item.** This sub menu allows you to use, reorder, or denote a given item as important. A separate window shows information about that item. Below that window is the item list, which you can scroll through. Highlight the desired item and you can equip the current character with it, simply press the **A** button twice. A separate display shows which characters can use the item and how it will affect them.
2. **Abilities.** This menu allows you to choose between Espers and Magic Spells. If you choose Spells, this brings up a list of available spells for that character. It is impossible to rearrange the list, because each spell has its own slot. Press the **A** button to select the spell. Select the character to cast it on by pressing **Up** and **Down**, press **A** again to cast the spell. You can also transmit the effects of the whole party by pressing **Left**, **Right**, **L**, **R**, or **Select**.

The other commands are special abilities. These are only highlighted for one character. They include: **Dance** (Mog's special techniques), **sword technique**, **Cyan's sword attacks**, **Rage** (Cau's techniques, which he learns from monsters), **Blitz** (Sabin's martial arts), **Lore** (Stragos Magus's Blue Magic).

3. **Equip.** Equip allows you to choose the weapons and armor for each character. **Best Equip** allows the program to decide; **Remove** is the opposite of Equip; and **Throw Away** unequips the item and removes it from the character inventory. Each character has four slots where you can place equipment: **Right hand**, **Left hand**, **Head**, and **Body**.

The Quest Begins

Naturally, it must make sense for any given item to go into the requested Equip slot, or the program will reject it.

4. **Relics.** These special items are more powerful than purchased items. Each character has two slots in which to equip relics, so choose carefully. Each relic can affect character attributes differently. For a full understanding of these effects, look up the relics you find or buy in Chapter Four.
5. **Status.** Strength, Speed, Stamina, Magic Power, Attack, Defense, Dodge, Magic Defense, Magic Dodge.
6. **Config.** You can use the two configuration menus to customize different attributes.

Battle/Message Speed	The right arrow slows it down and vice versa. Battle command provides a full or abbreviated list.
Gauge	Turns a timing gauge on or off. If it is off, each character's maximum hit points will be displayed in its place. If active, you can use this to determine which characters have the initiative in battle.
Sound	Stereo or mono.
Cursor	Return to the top of the current menu.
Best Equip	Turns this option on or off.
Controller	Allows you to customize controller commands to suit your fancy.
Magic List	This option allows you to specify the spell order of each character's magic list. Beginning adventurers should accept the default order, which places emphasis on curative magic. More experienced players have five other options as well.



Complete Final Fantasy III Forbidden Game Secrets

Window Style	Allows you to choose among eight patterns for menu backgrounds instead of the flat colors.
Color	Changes the color of the font or the window from the default blue backgrounds.

The Combat Screen

You spend a lot of time on the combat screen. Fortunately, it is easy to understand. Usually, the monsters appear on the left side of the screen, the characters on the right. The types and total number of each character and monster are listed below the monsters. Their hit points are not displayed onscreen. Use Chapter 5 to look up the monsters and discover their specific characteristics. Underneath the characters are hit-point meters which allow you to monitor the health of the party at a glance. You will also see attack options for whichever character is active due to initiative. Occasionally, the party will be surrounded. When this happens, the monsters located behind the party have extra initiative and can do more damage. Also, party members must split their area attacks in both directions to be effective.

Combat Status

Certain types of attacks can leave members of your party in less than their optimum condition. The various character effects and their cures are as follows:

Condition	Symptoms	Cure
Asleep	The character is snoozing.	The basic heal command is fine. Also, if attacked, the character wakes up automatically.

The Quest Begins



Blinded	The character's eyes are blacked out.	Eyedrops are the best cure, but Heal and Elixir also have beneficial effects.
Confused	A green crescent signifies that the character is dazed or confused.	Same as Asleep.
Cursed	The character wears a personal thunder cloud.	Three cures exist: Echo screen, Elixir, or Heal.
Death Timer	A countdown clock appears over the character's head.	Defeat the monsters before time expires.
Levitate	The character floats.	Dispel puts the victim back on Terra Firma.
Poisoned	The sickness is depicted by green dots over the character's head.	Most curative magic including poison cure, cure all, and heal.

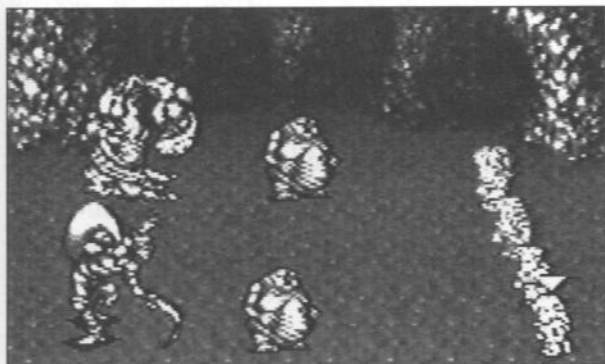


Figure 1.30
You can easily manipulate this window—in which all combat occurs.



Complete Final Fantasy III Forbidden Game Secrets

Stone	The character becomes immobile and gray in appearance.	An Elixir, basic Heal spell or the Gold Cap will correct this.
Swoon	The character lies unconscious on the ground.	Life1, Life2, or a Fenix feather will correct this condition.
Transparent	The character is reduced to a silhouette.	Dispel returns character to normal.
Zombie	The character's skin turns dark.	Only holy water can cure this.

Combat Commands

Attack	Permits characters to assault with the weapons they currently have.
Change	Alters your preset Battle Command CONFIG options. Press the Left button to select this option.
Defend	By pressing the Right button, the currently active character must defend that round of combat. When defending, a character has a higher avoidance rating and also suffers less damage when hit.
Item	Readies a carried item for use in battle.
Magic	Prepares an incantation from the spell list.
Pause	Press Start at any time to pause the game.
Run Away	Hey, better to run away and live to fight another day than the alternative. Just ask brave Sir Robin. Anyway, to retreat from battle, press the Left and Right buttons at the same time.



Magic and Magic Stones

Magic stones are equipped from the Abilities window. Scroll through the list of stones; if more than one is present, then select one with the A button. A new window appears, noting all of the spells appropriate to that stone and how quickly the character can learn each one. In addition to their magical casting and teaching abilities, stones can also provide the characters holding them with additional bonuses when that character advances in level. Each stone also has an Esper associated with it. To call that guardian in combat, go to the Magic Menu; but, in lieu of picking a spell, press the Up direction arrow. If you have enough magic points, you can summon the Esper to fight on your behalf.

Shopping

When you enter a shop, you can buy items from the list of available equipment and supplies, sell excess items from your inventory to the shopkeeper at a slight loss, or simply make conversation and leave. The total funds available for purchases appear onscreen, as do the shop lists and party inventory. When a given item is highlighted on the shop list, those characters allowed to equip it dance onscreen as a visual aid for you, the buyer. Other symbology that helps you decide whether to purchase the highlighted item include up and down triangles and the letter B. If the apex of the triangle under a character points down, the proposed item is not as good as the one the character already has. If the apex points up, the item is better than the one already equipped. When E appears, the two items are of equivalent value (i.e.: offensive and defensive points match between the two items). These decision aids are nice, but you should not take them as the final word. Some items have bonuses which make them more desirable for certain characters than others with higher base attack and defense values. When buying and selling, use all the information at your disposal and don't get stuck with a "pig in a poke."



Final Fantasy III in Perspective

All this talk of shops, spellcasting, and such may seem old hat to veterans of computer fantasy role playing games like the *Wizardry* series from Sir-Tech, or the *Ultima* series from Origin. Despite how original or innovative the plot, all fantasy role-playing games have many elements in common. To appreciate how *Final Fantasy III* stacks up within the genre, and to give a broader perspective to those pure video game players just being introduced to fantasy role playing by way of *Final Fantasy III*, let's examine some of these elements in detail.

Plot

No true fantasy novel is complete without a deep and engaging plot line, strong characters that the reader can empathize with, and climactic confrontations between good and evil. Consider the classics: Robert E. Howard's *Conan the Barbarian* series, J.R.R. Tolkien's *Lord of the Rings*, even Stephen Donaldson's *Thomas Covenant* series, to provide a more modern example. This could also be said of other fiction genres as well, but the point that you must consider is how well such elements translate from print media forms to electronic media, such as the game you are now playing.

When fantasy role-playing games are constructed around vaporous plots, they tend to degrade into "hack and slash" epics where the only real motivation for the player is survival and the accumulation of treasure. These games have their place within the genre, much as "B"-grade hack novels do on the book shelf, but they will never rise to the level of greatness achieved by titles which take the extra step in character development and plot.

Within computer games, several programs have achieved this status. The *Ultima* series, based on a player character known as the Avatar, has continued to grow and develop since the early days of 8-bit computing and now ranks as the most widely known computer fantasy role-playing game of all time. *Betrayal at Krondor*, from Dynamix, also stands out as an individual



The Quest Begins

program that translated the fine fictional work of Raymond Fiest into an interactive form. There are many other computer works which could be listed, but very few video games. That is what makes *Final Fantasy III* so special. Unlike other cartridge media, *Final Fantasy III* places tremendous emphasis on plot and character development. This is not a generic quest to save the princess. Rather, players will have to deal with sophisticated issues like abortion and suicide, plot elements which have never broached this market before. The earlier *Final Fantasy* titles approached this level of literature, if you will, and are still being discussed in online forums several years after their initial release, but none has come close to this. As such, if you are a veteran player of computer role-playing games, you will not feel a step down in playing this title. Also, if you are an avid video game player who has not been exposed to other fantasy role-playing games, except perhaps Nintendo's *Zelda* series, you can rest assured that you are starting at the top. Beyond the plot, which is the most critical common element in evaluating any new game, there are other factors to consider as well. Let's do that now.

Magic

Players can always count on some system of magic, as magic is an integral part of the "fantastic" element. The implementation of this magic system can take many forms. The most common are rune- and scroll-based magic. Within these categories, the player gains knowledge by acquiring written forms of magic, usually through battle and study, then committing them to memory so that they can be called upon in future conflicts.

Final Fantasy III eschews these traditional forms in favor of magical stones, which are actually the crystallized remains of mystical beings known as Espers. The Espers are at the heart of the storyline (see Chapter 3 for a more detailed explanation of the Espers and their impact on magic), as is the struggle between industrial and magic based societies. By opting to develop a new mechanic for the magic system, Square keeps this aspect of the story fresh and exciting for even the most jaded fantasy role players.



Combat

Many computer games use a form of phased or turn-based combat. These methods pause events for an unlimited amount of real time to allow the player to consider his move carefully. Not only does this detract from the imperative nature of being in combat, it is not a form of play that is natural for video game aficionados. Consequently, *Final Fantasy III* employs a more appropriate form of real time control in which initiative ratings determine which character or monster can act next. However, the player has a limited amount of time to make this decision.

Treasure

In addition to the intangible reward of rescuing fallen comrades and so forth, good fantasy role-playing games must also appeal to the greedier nature of players. Face it, we like to get rich from facing so much danger. We also like to play with a lot of new and intriguing toys (gee, I wonder what this magical Bastard Sword will do...hmmm).

In terms of play balance, fantasy role-playing games can fall down in two ways. First, if treasure is too hard to come by, the player will not experience those necessary interim rewards enroute to the completion of a greater quest. Second, if money is too easy to come by, expensive items will lose their perceived value quickly, regardless of their other merits.

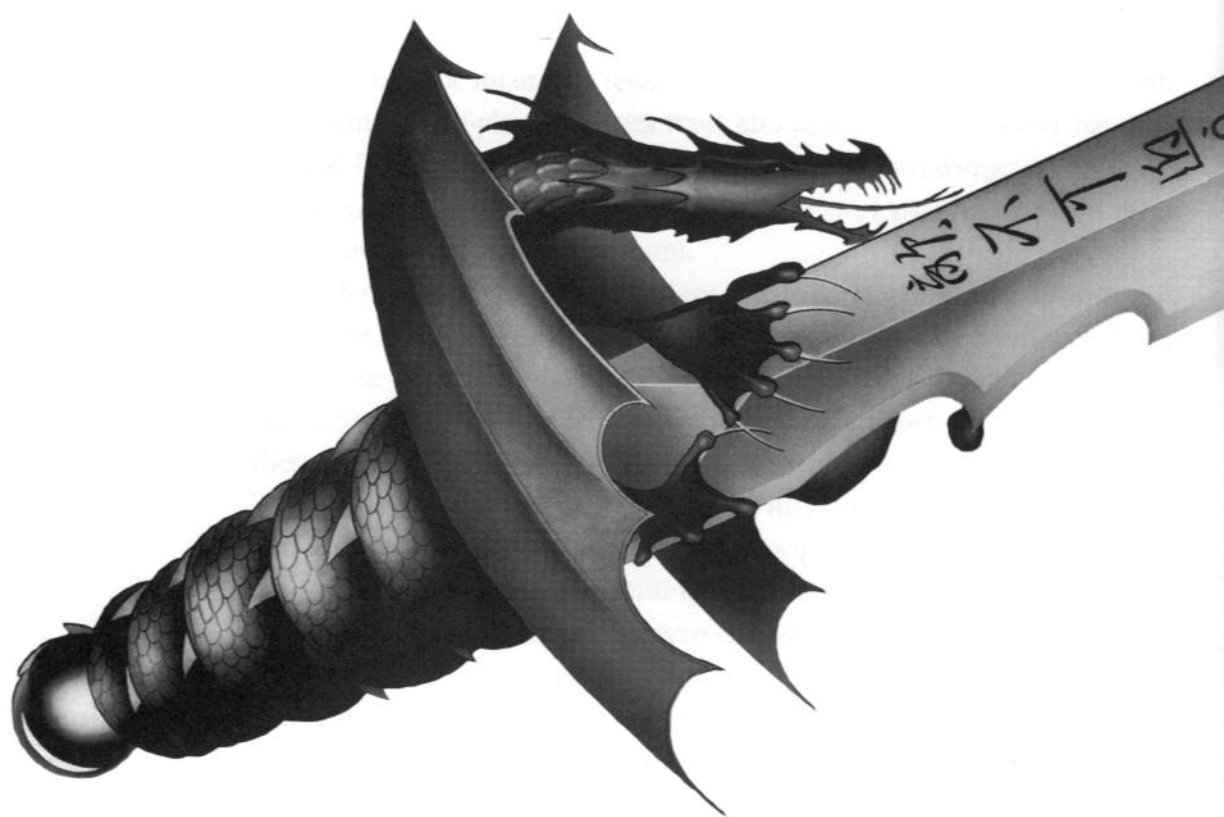
Final Fantasy III does very well on the first issue. There are lots of unique and well-conceived items the player can acquire. This means that you can have a lot of fun just experimenting with various combinations to find out which things work best for any given character.

When it comes to money, however, the program is somewhat less successful. Gold is just too easy to come by and you will have stockpiled millions by the time you get to the end of the game. This does detract from play balance somewhat, but it is not a critical wound. Players will still have to find most of the really critical items, instead of being able to buy them outright.



Summary

The *Final Fantasy III* menu system is elegantly simple, once you've had the opportunity to familiarize yourself with it. Therefore, you'll spend much less time attempting to master difficult button combinations than with other games and consequently will be able to devote more of your attention to the story line. This chapter should have also given you some appreciation for the complexity of that story. We hope you'll have reached the conclusion that extensive note-taking is in order. If not, please let us re-emphasize that point: *Take copious notes* or you'll get lost before the game is over!



2 Heroes and Heroines

It has often been said that crisis creates strange bedfellows. Nothing could be truer of the situations you will face in *Final Fantasy III*. The 14 main characters are as diverse a collection of individuals as was ever assembled for a common goal. Moreover, you have the awesome responsibility of finding the right character combinations to accomplish each of the myriad individual quests you will face en route to the final objective: removing Kefka from his seat of power in the Empire.

Individual parties comprise up to four characters, but in some situations in the game you will be allowed to control up to three parties simultaneously. In order to learn the best combinations for characters, you must first familiarize yourself with each of the principal players.

Terra Branford



Terra serves as your linchpin character, because she represents both humanity and Esperkind.

Vital Statistics

Occupation:	Soldier/Magic Practitioner
Age:	18
Height/Weight:	5ft. 3in./106 lbs.
Birth Date/Birth Sign:	October 18/Libra
Blood Type:	Unknown
Origins:	Esperville
Treasures:	Magcite
Likes:	Animals
Dislikes:	Crowded places
Interests:	Magic
Comments:	Once a slave, Terra has been used as a secret weapon by the Empire. Though she is not sure, she believes this association to be responsible for the superpowers she now possesses. Terra has many abilities, but her special ability is morphing into a spiritual being surrounded by a dazzling fire-like aura. In this state, she has twice as much strength as in her normal form.

Heroes and Heroines

The halfling child who symbolizes the reawakening of magic in the world, Terra is the first character we meet in the game. At first, she doesn't even have a name, and only through the course of the quest is she able to rekindle her memories of the past.

In truth, her quest is a search for the secret of her own identity.

Locke Cole



Locke's ability to steal from the enemy can make him a valuable addition to your party.

Vital Statistics

Occupation:	Treasure Hunter
Age:	25 years
Height/Weight:	5 ft. 9 in./147 lbs.
Birth Date/Birth Sign:	November 24/Sagittarius
Blood Type:	O
Origins:	Kohlingen
Treasures:	Various
Likes:	Maps, taking naps in fields
Dislikes:	Mushrooms
Interests:	Finding treasure around the world



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Comments:

Locke Cole is fiercely proud and respects individualism. His past is marred by the untimely death of his girlfriend, an event that has had great impact on his subsequent adventures. He deeply regrets his inability to save her and will always hold the Establishment responsible for the tragic event, the details of which are unknown to all but Locke himself.

Locke is charming and outgoing; he has always made friends easily. Moreover, because of the loss of his love, he is tenaciously protective of his companions, especially Celes, which makes him an excellent party member. Locke's treasure-hunting ability is also of great value to other members of the party. Though some would call him a thief because of his special ability to steal from enemies while fighting, Locke would take exception to that classification. He is proud of what he does. His motto, "The Treasure Hunter who goes everywhere will find old treasure," is more than a catchy phrase; it is Locke Cole's way of life. When he has the Thief Glove on, Locke's Steal command becomes Capture, which enables him to rob monsters of money instead of items, with excellent results.

As the adventure progresses, he will also develop the ability to pick locks, which is essential to the success of the mission.

King Edgar Figaro



You will want Edgar, the handsome young King of Figaro, as a leader for your party because he is a master of mechanical weaponry.

Vital Statistics

Occupation:	Young King of Figaro Castle
Age:	27
Height/Weight:	6 ft./169 lbs.
Birth Date/Birth Sign:	August 16/Leo
Blood Type:	O
Origins:	Figaro
Treasures:	Two-headed coins
Likes:	Ladies
Dislikes:	Silence
Interests:	Creating strange weapons
Comments:	At the tender age of 15, young Edgar was thrust into a position of greatness. Amidst internal strife in the Kingdom of Figaro, a new successor to the throne had to be chosen. Edgar and his twin brother Sabin agreed to a coin toss that would determine which of them would ascend to the throne. Since Edgar used a two-headed coin—which is now one of his prized possessions—he naturally won the contest and became king.



Complete Final Fantasy III Forbidden Game Secrets

Edgar loves to tinker with machinery and has created some incredible gadgets for use in the dismantling of monsters. His special ability lies in the use of tools, which he collects throughout the game. These items are devastating when used in the appropriate situation. His tools include:

- | | |
|----------------------|---|
| Autocrossbow | A multiple-hit attacking weapon that strikes all enemies simultaneously and does significant damage. |
| Bio Blast | A device that emits a noxious green cloud and poisons all enemies. |
| Flash | A multiple-hit attacking weapon that generates an explosion of light, which unilaterally reduces enemy hit points. |
| Noise Blaster | A gigantic horn so loud it would make the ears of a Metallica fan bleed. It confuses enemies and causes them to attack one another, though it's only effective against lower-level monsters. |
| Drill | A huge lance-like device that could probably drill a hole through the Great Wall of China. Effective against individual enemies only, but it really takes the sass out of them. |
| Debilitator | A gadget that locates and attacks the specific weaknesses of a single monster. |
| Chainsaw | You know what this is. Extremely difficult to locate, but this refugee from a <i>DOOM II</i> mission can do some serious up-close and personal wet work, destroying most enemies with a single slash. Depending on the type of enemy, it is possible to unload multiple hits with the Chainsaw. |
| Air Anchor | An unusual device that causes targeted enemies to self-destruct. |

Heroes and Heroines

Sabin Figaro



You must court Sabin away from his martial arts studies to join your quest.

Vital Statistics

Occupation:	Monk/Priest
Age:	27
Height/Weight:	6 ft. 2 in./233 lbs.
Birth Date/Birth Sign:	August 16/Leo
Blood Type:	O
Origins:	Figaro
Treasures:	Two-headed coins
Likes:	Chestnuts
Dislikes:	Apathy, indifference, and laziness
Interests:	All forms of martial arts
Comments:	Sabin is a powerful warrior from the moment you meet him, but as he gains additional experience, you will be amazed by the exponential increase in his battle prowess. He can perform eight special Blitz attacks once you learn the various button combinations for them. All of these techniques are executed by selecting the desired command during battle. Immediately after the A button is pressed, perform the



Complete Final Fantasy III Forbidden Game Secrets

necessary moves (having selected Blitz from the command menu), using the direction pad and/or button combinations. Perform the command moves smoothly—there's no rush, so long as the correct sequence is followed—and then press the *A* button again to execute.

Sabin learns these moves as he advances through the game. Some attacks are targeted at one monster, others impact all monsters in the area. As in *Street Fighter II* or other fighting games, these combination moves must be executed precisely in order to achieve the desired effect.

Sabin's Blitz attacks include:

- | | |
|-------------------|---|
| Pummel | (left, right, left) A multiple, simultaneous striking technique that works against a single enemy only. Once you have mastered it, use it frequently throughout the early sections of the game. |
| AuraBolt | (down, diagonal down left, left) A bolt of pure white energy—Sabin's ch'i, or internally generated energy force—leaps out from his body and strikes a single attacker. |
| Suplex | (X, Y, down, up) This is an exaggerated version of the popular wrestling move in which Sabin grabs a single opponent and delivers a mighty flying slam. |
| Fire Dance | (left, diagonal down left, down, diagonal down right, right) Waves of tiny flame creatures dance across the screen, singeing multiple enemies. |



Heroes and Heroines

Mantra (R, L, R, L, X, Y) More than a calming word or prayer, it causes party members to regain hit points.

Air Blade (up, diagonal up right, right, diagonal down right, down, diagonal down left, left) This move leaves the bad guys wind-blown as Sabin summons up a tornado-like blast of air that strikes a single enemy.

Spiraler (R, L, X, Y, right, left) The unselfish Sabin can use this move to pass his hit points to his weakening companions at the cost of all his own hit points.

Bum Rush (left, diagonal up left, up, diagonal up right, right, diagonal down right, down, diagonal down left, left) This challenging move launches one massive attack against a single foe. It can destroy some high-end monsters, but it's difficult to execute with any consistency in the heat of battle.

Note: Remember that the "right" and "left" commands refer to the direction pad, whereas the R and L commands signify the buttons at the top of the controller.



The world before the destruction



The world in ruins

Shadow



The exotically mysterious Shadow walks alone, shunning the company of all except his dog, Interceptor, but he is vital to your quest.

Vital Statistics

Occupation:	Ninja
Age:	Unknown
Height/Weight:	5ft. 10 in./145 lbs.
Birth Date/Birth Sign:	Unknown
Blood Type:	Unknown
Origins:	Unknown
Treasures:	Pocket watch
Likes:	Hard-boiled eggs
Dislikes:	Dreams
Interests:	Unknown
Comments:	Shadow is an assassin (dark ninja) who is accompanied by a dog, Interceptor. In combat, this feral pet can do some wicked damage when summoned by his master. Shadow can also use his Throw technique to hurl objects from the party's item list at the monsters with lethal accuracy. He can obtain the usual collection of throwable weapons, including <i>shuriken</i> (ninja stars), powerful magic weapons, and so on.

Heroes and Heroines

Cyan Garamonde



Once he joins your group, the powerful Samurai Cyan becomes indispensable.

Vital Statistics

Occupation:	Samurai
Age:	50
Height/Weight:	5 ft. 10 in./171 lbs.
Birth Date/Birth Sign:	January 3/Capricorn
Blood Type:	A
Origins:	Doma
Treasures:	Pocket watch with family photo
Likes:	Tradition
Dislikes:	Machines
Interests:	Collecting ancient weapons
Comments:	Cyan has mastered a number of unique sword attacks. These devastating moves are initiated by selecting the SwdTech option. A meter bar will begin to fill up when you do so. The farther you let it fill, the more powerful the ensuing attack. The different attacks are as follows:

Dispatch

A sudden strike. Cyan leaps into the air and delivers a sword strike against a single enemy as he lands.



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Retort	An immediate response to an attack. If Cyan is attacked, he will automatically execute a riposte.
Slash	A stronger version of Dispatch.
Quadra Slam	Enables him to deliver four strikes with a single blow. Needless to say, this delivers some heavy damage very quickly.
Empowerer	Drains both magical and hit points from a single attacker.
Stunner	This technique hits multiple targets, knocking them cold and leaving them unable to respond for several rounds.
Quadra Slice	More powerful version of the Quadra Slam.
Cleave	Can destroy high-level monsters with a single swing.

Heroes and Heroines

Setzer Gabbiani

You should befriend Setzer, the high-rolling owner of Blackjack, the airship casino.

Vital Statistics

Occupation:	Gambler
Age:	27
Height/Weight:	5 ft. 8 in./136 lbs.
Birth Date/Birth Sign:	February 8/Aquarius
Blood Type:	AB
Origins:	Unknown
Treasures:	The Blackjack
Likes:	Games of chance, the higher the stakes the better
Dislikes:	Cowards
Interests:	Solitary amusements
Comments:	Setzer owns the Blackjack, which greatly speeds your travels. He purchased this luxury craft from his gambling winnings. Gambling is such an integral part of his character that it is also at the heart of his special technique. When invoked, Slot brings up a slot machine that has variable attacks, based on the luck of your pull. The highest rewards are earned by matching three images, but other combinations can also yield profitable results.



Complete Final Fantasy III Forbidden Game Secrets

Here is an overview of Setzer's special techniques:

Lagomorph	Any three nonmatching images generate this weak healing spell, which helps all party members slightly.
Chocobop	Three of those popular yellow birds win an attack in which chocobos run rampant across the screen, attacking all standing and/or floating enemies.
7-Flush	Score three sevens and take out the entire enemy party. This is the jackpot, baby!
H-Bomb	Score a trio of airship icons and win a powerful bomb that detonates just above the ground and nukes any enemies in the vicinity.
Mega Flare	Three pigeons are good enough to produce a powerful, heat-based magical attack.
Joker Doom	Two sevens and a bar win you Joker Doom, a dubious prize at best. If this combination comes up, a cataclysm results that wipes out both parties. (We told you Setzer likes high-stakes gambling!)
Magicite	The combination is three bars and it produces a random Esper. Might be good, might not. Step right up and take your chances, rube!
Flash	Turn up three blue diamonds and shafts of lethal light will burst skyward from the ground, impaling all enemies in the area.

Note: When Setzer is equipped with the Coin Toss relic, Slot will be replaced by *GP Rain*, a different type of attack altogether. This is a multiple-enemy attack in which Setzer hurls a handful of coins at a screenful of attackers, scoring significant damage in the process.

Heroes and Heroines

Celes Chere

You'll find a formidable ally in Celes, a former female general in the Imperial forces who has become a mainstay of the Resistance.

Vital Statistics

Occupation:	Soldier
Age:	18
Height/Weight:	5 ft. 7 in./127 lbs.
Birth Date/Birth Sign:	March 10/Pisces
Blood Type:	B
Origins:	Vector
Treasures:	Rosebud
Likes:	Old books and pictures
Dislikes:	Rowdy males
Interests:	Plants
Comments:	Celes possesses a mystical sword, adorned with many Runic symbols. When wielded in battle, this magical artifact absorbs the spell affects of incantations cast against the party. Using this special technique, Celes can learn many valuable spells quicker than her counterparts.



Complete Final Fantasy III Forbidden Game Secrets

Gau



Don't overlook Gau and his preternatural affinity for animals.

Vital Statistics

Occupation:	None
Age:	13
Height/Weight:	5 ft. 4 in./110 lbs.
Birth Date/Birth Sign:	April 5/Aries
Blood Type:	B
Origins:	Mobliz
Treasures:	Glittering object, stuffed bear
Likes:	Anything bright and shiny
Dislikes:	Nice clothing
Interests:	Moshing
Comments:	<p>Gau is a wild child. He was abandoned by his father when a child and was raised among the monsters of Beastfield, in the Veldt region. He is something of a loose cannon. In combat, simply the Leap command to cause him to ride a monster for the remainder of that battle. After the dust settles, Gau will have learned that monster's fighting technique and will be able to invoke it using his Rage technique. After several such encounters, Gau will possess an impressive inventory of fighting skills.</p>

Heroes and Heroines

However, once he invokes a technique through Rage, he will continue to use only that attack for the remainder of the encounter. Not a bad boy. Just don't try taking him to a nice restaurant.

Relm Arrowny



Don't be fooled by Relm, the granddaughter of Strago. This little girl has real drawing power.

Vital Statistics

Occupation:	None
Age:	10
Height/Weight:	5 ft./88 lbs.
Birth Date/Birth Sign:	September 9/Virgo
Blood Type:	B
Origins:	Thamasa
Treasures:	Drawing equipment
Likes:	Pancakes with syrup
Dislikes:	Caterpillars
Interests:	Drawing pictures, collecting ribbons
Comments:	Stago's granddaughter Relm is a talented young artist. Her Sketch technique permits her to trace the outline of any monster, thereby copying its



Complete Final Fantasy III Forbidden Game Secrets

attack form for her own use. The stronger her sketching weapon, the greater her success rate. (Monsters who are too powerful often overwhelm her ability to render them successfully.)

Note: Relm can also be equipped with the Fake Mustache relic, which allows her to control monsters.

Strago Magnus



You won't want to miss Strago, an old descendant of magical soldiers and a possessor of powerful Blue Magic.

Vital Statistics

Occupation:	Blue Magic Soldier
Age:	70
Height/Weight:	5 ft./94 lbs.
Birth Date/Birth Sign:	June 13/Cancer
Blood Type:	O
Origins:	Thamasa
Treasures:	Collection of monster costumes
Likes:	Monsters
Dislikes:	Being treated like an old man
Interests:	Making monster costumes

Heroes and Heroines

Comments: Strago has mastery of both offensive and defensive magic. His special technique is Lore, which allows him to absorb the knowledge of any spell he is attacked with.

Here is a list of his Blue Magic (Lore) spells:

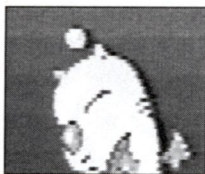
Aqua Breath	Water elemental attack.
Stone	Dazes and confuses monsters.
Aero	A blast of wind.
Discord	Diminishes enemy's experience level by one-half.
Quasar	Breaks down defenses.
Sour Mouth	Cures status changes.
Grand Train	Rolls over enemy.
Condemned	Death is only a matter of time.
Roulette	An unpredictable attack.
Exploder	Heavy damage.
Clean Sweep	Similar to Aqua Breath.
Rippler	Enemies and party member trade status!
Blow Fish	Fish hits enemies, does 1,000 points of damage.
Force Field	Creates a defensive barrier.
Step Mine	Does gradual damage to enemies.
Pearl Wind	Recovers party members.
Big Guard	Combines Safe and Shell spells.
Pep Up	Cures a character but finishes Strago.
Reflect	Reflects whatever spell is cast back to the caster.
Revenge	Metes out a blast equal to the one he's just taken.
L.3 Muddle	Characters with levels that are multiples of three become confused.



Complete Final Fantasy III Forbidden Game Secrets

- L.4 Flare** Characters with levels that are multiples of four are fried.
- L.5 Doom** Characters with levels that are multiples of five are wasted.
- L? Pearl** The multiple factor here is the final digit of the character's Gold Pieces total.

Mog



He may look like a refugee from a Saturday morning cartoon, but don't believe it. He is a serious threat to monsters.

Vital Statistics

Occupation:	Soldier
Age:	11
Height/Weight:	Unknown (small)
Birth Date/Birth Sign:	May 11/Taurus
Blood Type:	Duck
Origins:	Mines of Narshe
Treasures:	Good-luck rock
Likes:	Being petted
Dislikes:	Having his tail pulled
Interests:	Singing and dancing
Comments:	Mog is a moogle who lives in the Mines of Narshe. His special technique is a series of



Heroes and Heroines

dances, which he learns after landing a good blow in battle. He can learn eight different dances, which depend upon the terrain; they are listed below.

Wind Song

Learned in the Grassfields, it includes:

Wind Slash	Wind blows monsters away.
Sun Bath	Recovers hit points for the entire party.
Plasma	A bolt of power.
Cockatrice	Breaks down enemy defense.

Forest Suite

These are the forest dances:

Rage	Blows leaves at attackers, doing damage.
Wild Bear	Recovers the status of the entire party.
Elf Fire	Starts a fire which attacks enemies.
Wombat	Damages enemy defenses.

Desert Arias

The dances of the desert are as follows:

Sandstorm	Really makes the fur fly.
Wind Slash	Same as Wind Song.
Antlion	Another big gust of wind.
Kitty	Increases party's speed through Haste spell.



Complete Final Fantasy III Forbidden Game Secrets

Love Sonatas

These rare moves can only be learned while Mog fights in a town:

Elf Fire	Same as above.
Snare	Enemies fall into a hole.
Specter	Confused enemies attack one another.
Tapir	Restores status to all party members.

Earth Blues

These can only be learned in the mountains:

Landslide	Rocks fall on enemies.
Sunbath	Same as above.
Sonic Boom	Produces a booming blast.
Whump	Casts animal attacks against monsters.

Water Rondo

These are the aquatic dances:

El Nino	Monsters get caught in the undertow.
Specter	Same as above, but increase in power.
Plasma	Same as above, but greater increase in power.
Wild Bear	The most powerful undertow spell.

Dusk Requiem

Mog learns these steps in the caves. They are his original dances:

Cave In	Rocks fall on enemies.
Elf Fire	Same as above.
Snare	Same as above.
Poison Frog	KO's enemy hit points.



Snowman Jazz

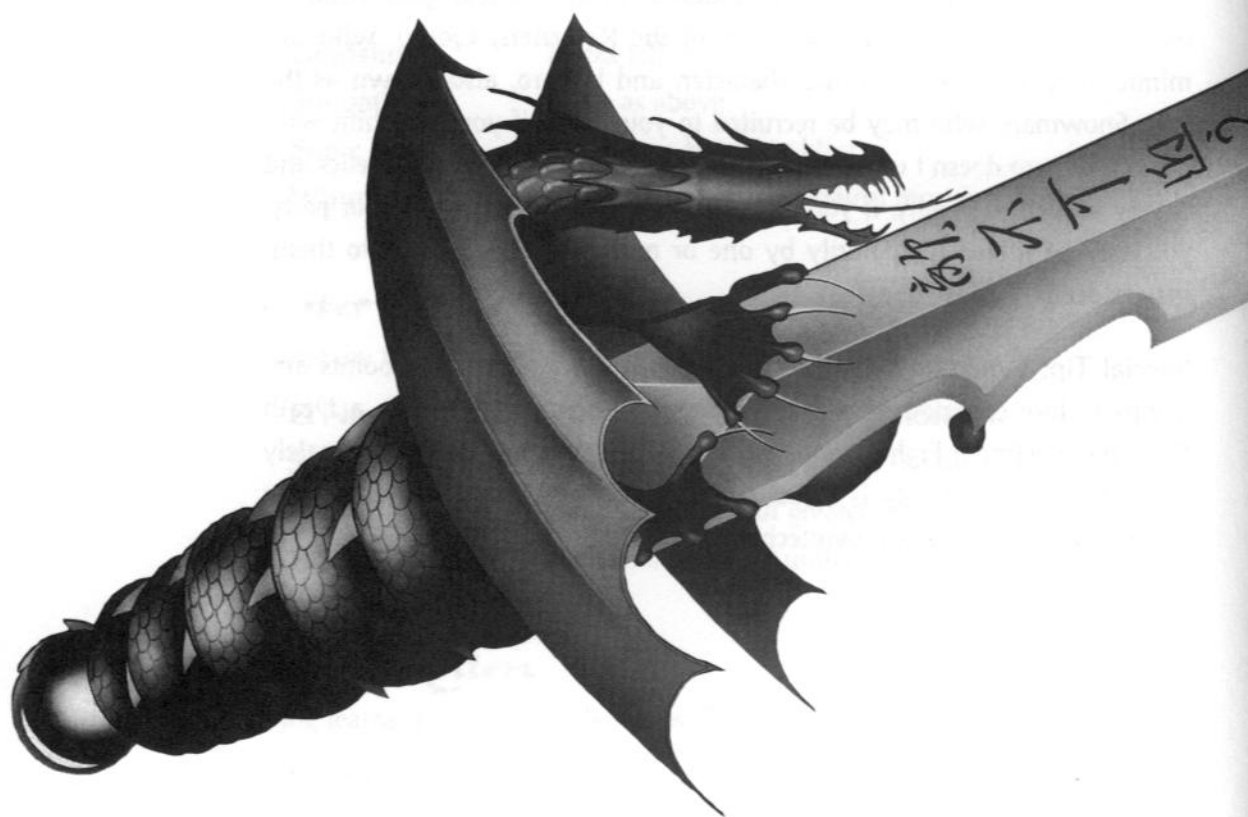
These are the wintry dances:

Snowball	Cuts enemy hit points in half.
Snare	Same as above.
Surge	Creates ice damage.
Ice Rabbit	Recovers party's hit points.

Other Characters

There are a few other characters who appear in the game as player-characters. These include Banon, the leader of the Returners; GoGo, who can mimic the powers of any other character; and Umaro, also known as the Boss Snowman, who may be recruited to your party if you treat him with respect. Umaro doesn't use weapons, but he can be equipped with relics and is very powerful. Finally, if you have three or fewer members in your party, you may be joined temporarily by one or more ghosts. Be polite to them, they're dead.

Special Tip: When any character loses a critical number of hit points and begins to lose consciousness, it is theoretically possible to launch a Death Blow by selecting a Fight command. The odds are against it (approximately 20 to 1), but it certainly is sweet when it happens, and it features some absolutely awesome visual pyrotechnics.



3 Magic

In *Final Fantasy III*, magic powers can be obtained in more than one way. To paraphrase William Shakespeare in *Twelfth Night*, "Be not afraid of magic use. Some characters are born magic users; some characters become magic users; and others have magic use thrust upon them."

In this game, Espers are the born magic users, trapped by fate and left unable to exercise their wizardry. Characters such as Terra, meanwhile, represent the crossover point at which humans have begun to regain their knowledge of spellcraft and the magical arts as part of an overall rebirth of magic as a force in the world.

Fighters, however, pretty much have magic use thrust upon them. They were not designed to be sorcerers; they were created to be warriors, to do battle. As a result, they must assimilate any knowledge of the art of magic through a symbiotic relationship with the Espers.

Since the Espers are the key to understanding how the entire spellcasting infrastructure works, we'll begin with a look at who they are and what they've become.

Espers

Through most of the first half of *Final Fantasy III*, there is virtually no magic. People don't believe in it, having spent generations building a mechanized world driven by the relentless logic of science. Therefore, since they cannot conceive of its existence, it does not exist. In fact, during the early phases of the game, characters may even find the precious Magicite—the crystallized form into which Espers metamorphose after their "death"—and have no idea what it is.

It is only when magical events begin to occur in the world after the appearance of a live Esper that the possibility of the existence of a power other than science is even conceivable to most of the game's characters. But once the forces of magic have been unleashed, they play a primary role in the game.

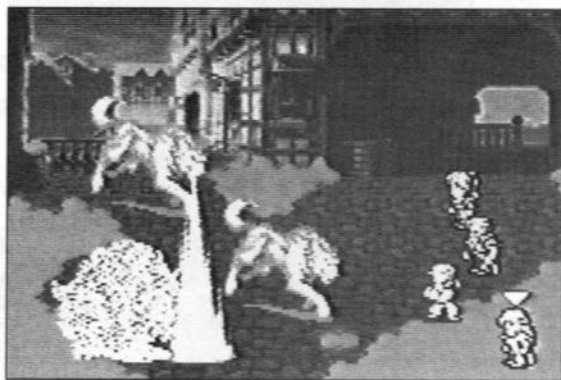


Figure 3.1.
You must learn to use
Espers, the source of all
magical power in *Final
Fantasy III*.

Though some party members may have an affinity for magic, and some may even be born magic users, the fighters, as we have observed, will have to learn magic from the Espers.

Espers are sometimes referred to as Magic Stones. That's because, long ago, they were living creatures, possessed of mighty power. Their homeland was situated within a mountain area where their magical prowess grew tremendously powerful.

Magic

Then something happened—what scientists call an “event.” The War of the Magi, a series of destructive magical conflicts that all but decimated the planet, finally wound down to the point at which an Esper and a human married. Alas, this marriage infuriated an especially powerful Esper. Later, when the mating resulted in the birth of Terra, the reactionary Esper was so enraged that he unleashed a cataclysm that nearly destroyed the already shellshocked world.

Once the dust settled, human civilization lay in ruins, and the Espers were entombed within their mountain homeland, where they would remain for many years.

As the game begins, the Espers are still imprisoned in the mountains, while human society grinds on under the mechanized fist of Kefka and the Empire, almost totally oblivious to the past and to the existence of magic.



Figure 3.2
When you fight Kefka the first time, as shown here, he is much easier to defeat than in his later incarnation.

The exception to this ignorance is Kefka, who holds within his fortress three dead Espers, now transformed into Magicite statues. (When Espers' lives end, they are transformed into stones, or crystals, known as Magicite. Magicite is a key element in the story line of *Final Fantasy III*, since the Magicite still contains the magical essence of its former Esper body.)

These Esper statues, though no longer animate, possess such awesome power that merely by arranging them in the proper formation, Kefka has



Complete Final Fantasy III Forbidden Game Secrets

amassed impressive amounts of magical power, giving him a decided edge in controlling the anthill-like remnants of human society.

As the game begins, we learn that Kefka and the Empire not only know of Terra's existence, but have harnessed her power. We originally see her forced to wear a helmet-like device that eliminates her free will and allows her innate magical abilities to be exploited by the Empire. Then, abruptly, another "event" occurs. The result is so powerful that it knocks Terra from her station and knocks the control helmet from her head. Released from the Empire's control, she eventually escapes and joins the Returners, the resistance fighters who seek to overthrow the Empire.

The "event" liberates the Espers from their mountain prison. After their long confinement, the Espers are like enraged hornets, striking out wildly in all directions—both at the Empire and at the Returners. Ah, but Kefka has learned a thing or two about Espers, and he quickly resolves the situation by striking out at the Espers and transforming them into Magicite.

Here's how it works: When a member of the party encounters a Magicite crystal—the magical essence of a dead Esper—that member can take it with him. Depending on which Esper's Magicite the character holds, he can unleash the spells possessed by the Esper, who is at present transformed into a Magic Stone, or Magicite, by amassing a predetermined number of magic points. magic points are awarded to the fighter upon the defeat of an enemy; the more powerful the enemy, the more magic points are awarded, until he has mastered all of the Esper's magic, at which point the fighter can invoke that particular spell.

Your characters gain experience from combat and, each time they rise a level, they are awarded the opportunity to master even more powerful magic spells. Each fighter in a party can have the use of one Esper Magic Stone. Below is a list of all Espers and the spells each can communicate. The numbers represent the rate at which the spell can be learned; multiply these numbers by the magic points a fighter earns until the result equals 100.



In combat, select the Magic command but don't select a spell. Instead, press Up on the directional pad. This will invoke a new window, which displays the name of the Esper trapped within the stone and the number of magic points required to invoke it.

Espers and Spells

The following is a complete list of the available Espers, their spells, and the number of magic points required to release the powers of each. Following this list is an elaboration that explains each of the spells in detail.

Esper: Kirin

Spells:

Cure (5)

Cure 2 (1)

Regen (Regenerate) (3)

Antdot (Antidote) (4)

Scan (5)

Esper: Unicorn

Spells:

Cure 2 (4)

Remedy (3)

Dispel (2)

Safe (Protect) (1)

Shell (Shield) (1)

Esper: Sraphim

Spells:

Life (5)

Cure 2 (8)

Cure (20)

Regen (Regenerate) (10)

Remedy (Heal) (4)

Esper: Starlet

Spells:

Cure (25)

Cure 2 (16)

Cure 3 (1)

Regen (Regenerate) (20)

Remedy (Heal) (20)

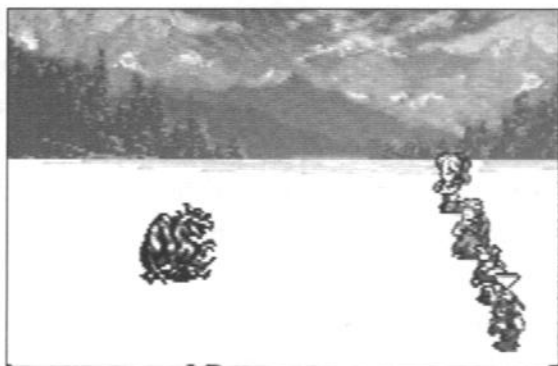


Figure 3.4. Be sure that characters with strong healing abilities play an integral part of your party.

Magic



Esper: Phoenix

Spells:

Life (10)

Life 2 (2)

Life 3 (1)

Cure 3 (2)

Fire 3 (3)

Esper: Palidor

Spells:

Haste (20)

Slow (20)

Haste 2 (2)

Slow 2 (2)

Float (5)

Esper: Ifrit

Spells:

Fire (10)

Fire 2 (5)

Drain (1)

Esper: Odin

Spell:

Meteor (1)

Note: The teardrop from the Petrified Queen turns Odin into Raiden. If that occurs before you learn Meteor, it is a spell that will never become a way of life.

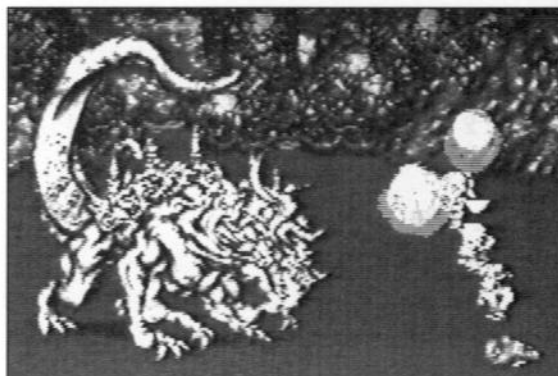


Figure 3.5. Once you learn how to invoke meteor storms, you can inflict serious damage on several enemies simultaneously.

Esper: Raiden

Spell:

Quick (1)

Esper: Crusader

Spells:

Merton (1)

Meteor (10)

Esper: Bahamut

Spell:

Flare (2)



Esper: Tritoch

Spells:

Fire 3 (1)

Ice 3 (1)

Bolt 3 (1)

Esper: Shoat

Spells:

Bio (Virus) (8)

Break (5)

Doom (Death) (2)

Esper: Ramuh

Spells:

Bolt (10)

Bolt 2 (2)

Poison (5)

Esper: Bismark

Spells:

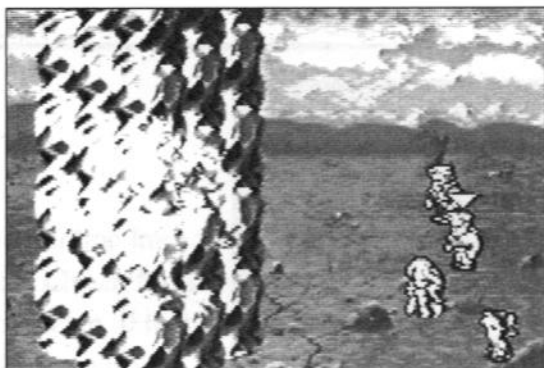
Fire (20)

Ice (20)

Bolt (20)

Life (2)

Figure 3.6
You will find that Ice Attacks
are most effective against
fire-based monsters.



Esper: Shiva

Spells:

Ice (10)

Ice 2 (5)

Rasp (4)

Osmose (Morph) (4)

Cure (3)

Esper: Maudin

Spells:

Fire 2 (3)

Ice 2 (3)

Bolt 2 (3)

Esper: Alexander

Spells:

Pearl (2)

Shell (10)

Safe (10)

Dispel (10)

Remedy (15)

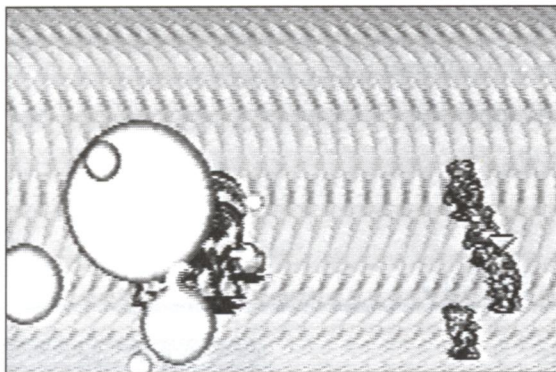


Figure 3.7
Invoke a Pearl Storm
and you call the power
of the elements down
on the monsters, for
the small price of 40
magic points.

Esper: ZoneSeek

Spells:

Rasp (20)

Osmose (15)

Shell (5)

Esper: Ragnarok

Spell:

Ultima (1)

Esper: Golem

Spells:

Safe (5)

Stop (5)

Cure 2 (5)

Esper: Stray

Spells:

Muddle (Confuse) (7)

Imp (Kappa) (5)

Float (2)

Esper: Terrato

Spells:

Quake (3)

Quatr (1)

W. Wind (1)

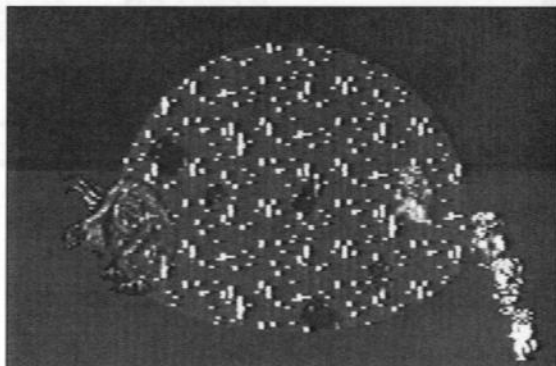


Figure 3.8 Don't balk at the price of 80 magic points for the Ultima spell. It kills every enemy within its expanding energy field, so it's often worthwhile.

Esper: Carbunkl

Spells:

Reflect (5)

Haste (3)

Shell (2)

Safe (2)

Warp (2)



Esper: Fenrir

Spells:

Warp (10)

X-Zone (5)

Stop (3)

Esper: Siren

Spells:

Sleep (10)

Mute (8)

Slow (7)

Fire (6)

Esper: Phantom

Spells:

Bserk (3)

Vanish (3)

Demi (5)



Spells

The following are explanations and elaborations of the listed spells. They are arranged by category: white, black, and gray.

White (Recovery) Magic

This is magic that the party uses to recuperate after taking damage. It is healing and curative. This is also considered defensive magic.

Cure	This spell allows a member of the party to recover up to 270 hit points. It costs 5 magic points to invoke.
Cure 2	A more powerful version of the base spell, Cure 2 can regenerate up to three times as many hit points as Cure.
Cure 3	This is the strongest Cure spell, an incredible seven times more powerful than the original.
Life	This spell is similar to what is known to Final Fantasists as a Fenix Down, because it restores wounded soldiers to fighting status.
Life 2	A more powerful version of the basic Life spell, revives any wounded characters and also restores extensive hit points.
Life 3	(a.k.a. Re-life): Similar to the Life spell, except that it restores all of a character's hit points.
Antidot (Antidote)	Cures poisoning of any kind. This spell costs 3 magic points to invoke, but when you gotta have it, you gotta have it.

Magic



Figure 3.9
Remedy is effective against many maladies, but it won't cure the effects of being "zombified," as Mog is in this screen shot.

Remedy	This spell produces regeneration for a party member in any state—except Zombie.
Regen(eration)	As the name suggests, this bit of sorcery gradually recovers hit points for a party member, regenerating them at regular intervals.

Black (Offensive) Magic

These are the spells game players like the best—the ones that take out enemies with impressive pyrotechnical displays of flash and fire. This is, in short, attacking magic.

Fire	Casting this spell sends a wave of withering, searing flame rolling over any enemies in the area. Produces a nice medium-rare enemy.
Fire 2	Three times more powerful than the original Fire spell, this portable blast furnace can be invoked for a mere 57 magic points. For those who like their enemies well done.
Fire 3	A fireball six times more devastating than the original Fire spell and a bargain at a piffling 57 magic points. For those who prefer their enemies reduced to blackened toast.



Complete Final Fantasy III Forbidden Game Secrets

- Ice** This somewhat offbeat spell instantaneously eliminates heat from the area surrounding an enemy. Especially effective against slimy-type monsters, who tend to dry up and blow away under its chilly sway.
- Ice 2** This bit of magic is three times more powerful than the original Ice spell and is capable of imprisoning an enemy within a giant cube of ice. Casting price: a reasonable 21 magic points.
- Ice 3** Brrrr! Six times more powerful than the base spell, Ice 3 turns your enemies into freezer pops. Very cool.
- Bolt** Incendiary lightning bolts that electrify the enemy are launched when this spell is let loose.
- Bolt 2** Three times more powerful than the original Bolt spell, Bolt 2 casts down coruscating lances of electricity, which attack not just a single enemy but the entire attacking party.
- Bolt 3** The boss Bolt spell. Bolt 3 blasts enemies with a cloudburst of ionified air six times more powerful than the original Bolt. It costs the player 53 magic points to invoke, but it sure feels good.
- Poison** It's slow, it's gradual, and it's cheap—only 3 magic points. Poison tends to build up, and ultimately produces significant damage to an enemy if the player sticks with it.
- Bio** This effective incantation infects the enemy with a stronger form of Poison, a kind of virus that generates multiple hits over a period of time, gradually draining hit points from the attacker.
- Drain** This nifty little number siphons hit points from the victim and transfers them to the character in the party

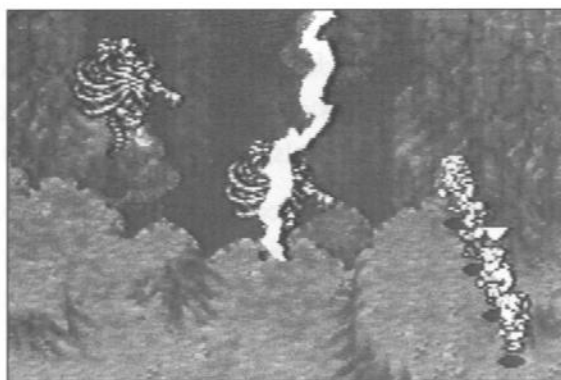


Figure 3.10
When you use the powerful incantation, Bolt 3, you can consume unsuspecting enemies in a torrential lightning storm!

who is casting the spell. The Drain can continue to be invoked until the caster is maxed out on hit points at 1,000.

Break

Let's rock 'n' roll! Turn enemies to stone for a piddling 25 magic points—you gotta be hard sometimes in this game, and at other times you have to make your enemies hard.

Doom

Players will not only like the sound of this spell, they'll love the way it incinerates enemies. Only a true juggernaut—a very high-level Boss, for example—could remain standing after a hit from a Doom spell. And even if it doesn't kill them, they won't feel much like playing any more.

Pearl

Invoke an awesome elemental power with this wicked spell, which costs 40 magic points.

Flare

It costs 45 magic points, which is pretty expensive. On the other hand, it's capable of blasting several enemies simultaneously.

Demi

This exotic spell slices an enemy's hit points in half with a single casting. It costs 33 magic points.

Complete Final Fantasy III Forbidden Game Secrets

- Quatr** Similar to the Demi spell, but only half as powerful and more expensive. Isn't that always the way? In any case, it reduces enemy hit points by 25 percent at a cost of 48 magic points, which is certainly no bargain.
- Ultima** An expanding force field that atomizes every enemy in its path. Is it expensive? Yes. The price is 80 magic points, but then you usually get what you pay for in this game.
- Quake** Causes the ground to tremble and a yawning chasm to appear on the battlefield. You must remain in the air to avoid the damage caused by this spell.
- Meteor** This amazing bit of wizardry opens up a gaping portal to another dimension, which transports the battle into outer space, where the enemy are bombarded by meteors. It is unreflectable.
- W. Wind** This spell puts an interesting and distinctly positive spin on a battle: It generates a fierce tornado that rips across the battlefield, reducing the enemy's hit points by 90 percent.
- Merton** A raging inferno screams across the playfield, turning enemy characters into flambé. How much does this

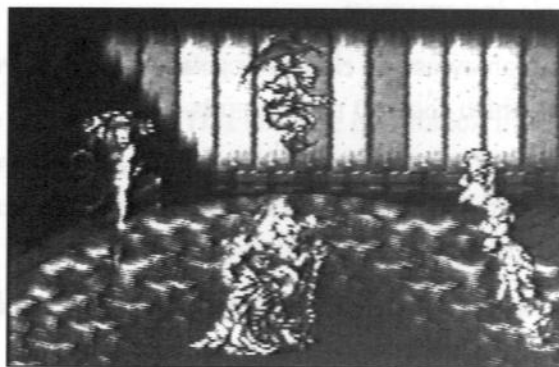


Figure 3.11
When you really want to shake things up, use a Quake spell.

spell cost to invoke? It's like the price of a yacht: if you have to ask, you probably can't afford it, but, hey, go ahead and Merton out if you can afford it—85 magic points.

X-Zone

Rod Serling should have narrated the sequence where this spell is invoked. Your enemies will find themselves traveling to another dimension. It may not be the Twilight Zone, but its close enough. It is unreflectable and requires 53 magic points to invoke.

Gray (Effect) Magic

These are the functional spells of *Final Fantasy III*. Sometimes they have either an offensive or defensive effect, but they are usually more discreet.

These are the game's more subtle, but extremely utilitarian spells:

Scan

Check out any enemy's power and weaknesses for 3 magic points. This can be an extremely valuable utility, and even the stingiest player could hardly balk at the low price.

Slow

Slow down an enemy's ability to attack with this bit of Effect Magic.

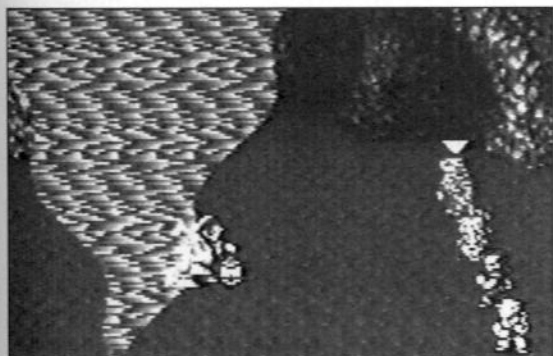


Figure 3.12.

Blow your enemies away with the Wind attack, reducing by 90 percent the hit points of everyone in its path.



Complete Final Fantasy III Forbidden Game Secrets

Slow 2	Similar to the Slow spell, except that it stunts the battle-readiness of all attacking enemies, rather than just one.
Rasp	This spell deletes magic points from a selected enemy.
Mute	After being struck by this spell, an enemy is unable to use magic to retaliate for a fixed period of time.
Safe	This spell raises the defensive status of any party member.
Sleep	Ah, the old Sleep spell! Put your enemies in lullabye land with this bit of classic Effect Magic.
Muddle	This wicked spell leaves enemies so dazed and confused that they actually attack one another! Well worth the price—8 magic points—especially in the right situation.
Haste	This spell allows a member of the player's party to prepare for attack more quickly.
Haste 2	This spell is similar to Haste, except that it speeds up the readiness of the entire party.
Quick	It's expensive, there's no denying that—99 magic points, to be exact—but it gives your party a significant speed advantage over the entire enemy party.
Stop	Temporarily freezes enemies for 10 magic points.
Bserk	Fighters who are hit with this spell are no longer under their party leader's control, and will attack without instructions.
Float	A levitation spell that comes in very handy when you're endangered by a Quake spell. Since the Quake spell affects only characters on the ground, midair is the

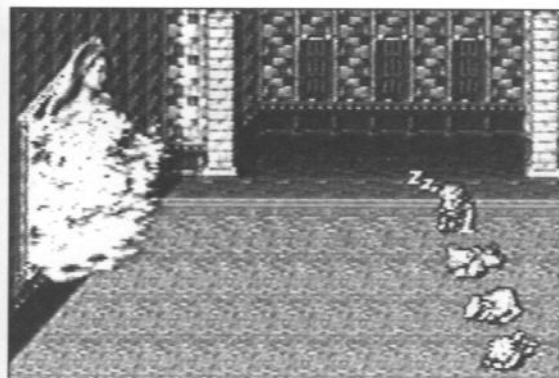
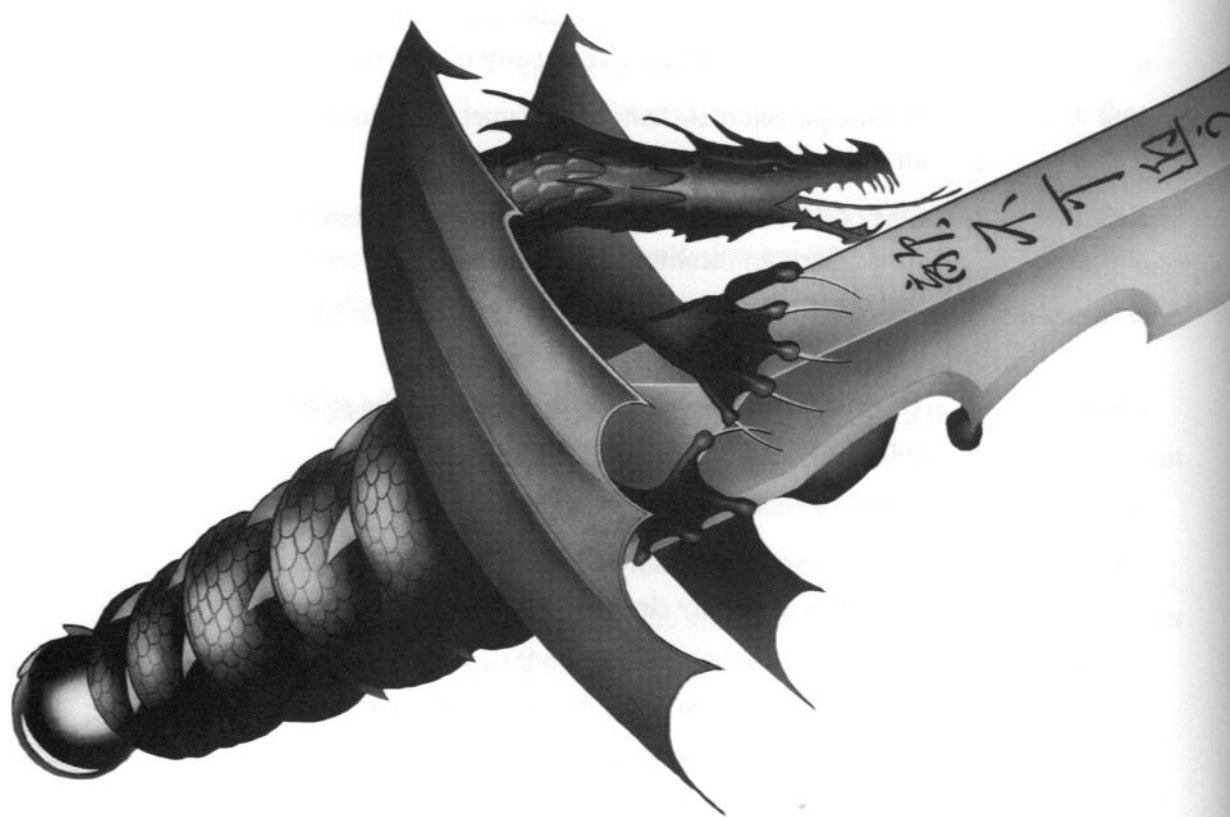


Figure 3.13

The Sleep spell is a good way to ensure that your enemies "rest in peace." If your enemy has reflecting power, you could be the one asleep on your feet.

best place to be. This is a spreadable spell, in that its effects can be shared by several party members.

- | | |
|----------------|---|
| Imp | A strange spell that changes the target either to or from an Imp creature, also known as a kappa. |
| Reflect | One of the staples in any magic library, this excellent spell reflects an incoming spell back onto the enemy that originally cast it. Price? A mere bag of shells at 22 magic points. |
| Shell | This spell creates a defensive shield around the selected party member to protect him from enemy attack. |
| Vanish | Allows a character to become temporarily invisible. |
| Osmose | Enemy magic points can be siphoned away through the use of this extremely clever bit of sorcery. |
| Warp | The Warp spell is similar to the Warp Stone in that it permits characters to make their escape from a negative scenario by warping away from a fight or location. |
| Dispel | Diffuses enemy spells cast upon your party members by invoking this bit of 25-Magic Point wizardry. |



4 Weapons and Supplies

F*inal Fantasy III* has one of the most extensive equipment and treasure lists of any fantasy role-playing game in existence. In this chapter, you will find an alphabetical listings of all of them, divided into the following groupings: Items, Relics, Armor, Shields, Helms, and Weapons. Some of these may be used by all of your characters; others are limited to a few specific characters. Where appropriate, these differences have been noted.



Complete Final Fantasy III Forbidden Game Secrets

Items

Antidote	50	Counteracts the effects of being poisoned.
Dried Meat	150	This food item recovers 150 hit points for whoever consumes it, regardless of class.
Echo Screen	120	Counters the effects of the Mute spell for fighters.
Elixir	No cost	Recovers hit points and magic points fully for the targeted party member, regardless of class.
Ether	No cost	Drink this and you will recover 150 magic points. Magic users only.
Eyedrop	50	Counters the effects of the Dark spell.
Fenix Down	500	A blanket composed of curative feathers that may be wrapped around wounded fighters.
Fire Skee	500	Think of this as a magical fire attack in a can.
Green Cherry	150	Cures the effect of an Imp spell, changing an Imp Fighter back to normal.
Invis Edge	200	The fighter who throws this item becomes invisible to attacking enemies, thereby providing an edge in combat.
Magicite	No cost	Magicite calls on a randomly selected Esper to conduct a magic attack on the user's behalf. You never know what you'll get.
Megalixir	No cost	Instantly recovers all hit points and magic points for your party.



Weapons and Supplies

Potion	300	Recovers 250 hit points for the user.
Remedy	1,000	Cures all maladies that might befall a fighter, with the exception of the Zombie Spell.
Rename Card	No cost	Allows you to rename the characters who have joined you in your quest. Only one in the game, use it well, if at all.
Revivify	300	Counters the effects of being turned into a Zombie.
Shadow Edge	400	Use the Shadow Edge to spread shadows out across the battlefield.
Sleeping Bag	500	A Sleeping Bag recovers all of the hit points and magic points for one member of your party. This is not needed after you have a Tent.
Smoke Bomb	300	Sets off a smokescreen that can mask your escape from battles that are not particularly going well for you.
Soft	200	Antidote to Petrification. Returns recipients to their normal state.
Super Ball	1,000	Just like the toy, only this one has magical power. Bounce it across the screen to do damage to your enemies.
Tent	1,200	By pitching a Tent at save points or in the field, you can recover your entire party's hit points and magic points.
Thunder Edge	500	Adds a powerful lighting-and-thunder blast to a fighter's attack.



Complete Final Fantasy III Forbidden Game Secrets

Tincture	1,500	A potion that recovers 50 magic points toward the current maximum for the magic user who drinks it.
Tonic	50	If a member of your party drinks a Tonic, he or she will recover 50 hit points, regardless of class.
Warp Stone	700	When used, this "warps" you out of a losing battle or underground maze without penalizing you.
Water Skeep	150	Like the Fire Skeep, this is canned magic. Use this type to conduct a powerful water attack.
X-Ether	No cost	This potion recovers all magic points in a single refreshing gulp. Used by fighters.
X-Potion	No cost	This potion can recover all the hit points of a fighter in your party.

Relics

Amulet	5,000	Protects the wearer from the effects of Poison, Dark, and Zombie spells.
Atlas Armlet	5,000	If worn while fighting, this causes additional damage.
Back Guard	7,000	Protects your party from Back Attacks and Pincer Attacks.
Barrier Ring	500	Automatically casts a Shell spell when the wearer is low on hit points.

Weapons and Supplies

Beads	4,000	Increases the avoidance rating of the wearer.
Black Belt	5,000	The wearer enjoys an automatic counterattack when hit.
Blizzard Orb	No cost	Powerful artifact that adds power to all of Umaro's attacks. It is useless for other characters.
Charm Bangle	No cost	There is nothing like averting trouble before it starts (except when you're trying to gain experience). When the leader of the party is wearing the Charm Bangle, fewer enemies will appear in each battle.
Cherub Down	6,300	Gives a fighter the power to cast a Float spell.
Coin Toss	No cost	The Coin Toss relic changes Setzer's Slot command to GP Rain.
Crystal Orb	No cost	Increases the maximum magic points of the owner to 150 percent of their previous value.
Cure Ring	No cost	Gives the wearer the power to cast a Regeneration spell.
Cursed Ring	No cost	The Cursed Ring decreases the abilities of the wearer, so leave it alone.
Czarina Ring	3,000	Automatically casts Safe and Shell spells when the owner's hit points are low.
Dragon Horn	No cost	When equipped with the Dragon Horn, the fighter will jump at every opportunity, thereby decreasing the effects of enemy attacks.



Complete Final Fantasy III Forbidden Game Secrets

Dragon Boots	9,000	These boots change the Fight command into a Jump command.
Earrings	5,000	Earrings enhance the power of a magic user's offensive spells. They're more powerful when paired.
Economizer	No cost	Cuts all spell costs to one magic point each.
Exp. Egg	No cost	Doubles the experience points the wearer receives.
Fairy Ring	7,000	Provides protection from Poison and Dark spells.
Fake Mustache	No cost	A fighter with a Sketch command can change it to Control while wearing the Fake Mustache. Best used by Relm.
Gale Hairpin	8,000	When it is present within a party, this item increases that party's chances of making preemptive attacks.
Gauntlet	No cost	A fighter who owns the Gauntlet can hold a weapon with two hands, causing more damage per swing.
Gem Box	No cost	Adds power to all magic spells cast by the bearer.
Genji Glove	No cost	Fighters who wear the Genji Glove can carry two swords at once.
Goggles	500	Protects fighters against the damages of a Dark spell.
Gold Hairpin	No cost	A magic user wearing a Gold Hairpin enjoys the ability to cast all spell types at half their original magic-point cost.



Weapons and Supplies

Guard Ring	5,000	Automatically casts a Safe spell when the owner's hit points are low.
Hero Ring	No cost	The wearer enjoys increased power for fight and magic commands.
Hyper Wrist	8,000	Raises the vigor of fighters who wears it, making them much more effective in combat.
Jewel Ring	1,000	Protects the wearer from Dark and Petrify spells.
Marvel Shoes	No cost	The owner of these shoes can enjoy some unpredictable effects in combat.
Merit Award	No cost	Allows the bearer to wear heavy armor.
Mythrial Glove	700	Casts a Safe spell when the wearer is low on hit points.
Moogles Charm	No cost	If the leader of your party wears the Moogles Charm, your party will be protected from random attacks.
Muscle Belt	No cost	Adds 50 percent to maximum hit points.
Offering	No cost	The Offering relic gives extra power to the bearer's Fight command.
Peace Ring	3,000	Protects the owner from Berserk and Muddle spells.
Pod Bracelet	No cost	While wearing this accessory, a member of your party can cast Safe and Shell spells without expending magic points to do so.
Rage Ring	No cost	Wearing the Rage Ring will give more power to Umaro's Rage attack. This item is useless to other characters.



Complete Final Fantasy III Forbidden Game Secrets

Relic Ring	No cost	This ring helps the recovery of wounded fighters.
Ribbon	No cost	Protects the wearer from all status-changing ailments.
Running Shoes	7,000	When worn by a fighter, these shoes confer the power of the Haste spell without the need to expend magic points.
Safety Bit	No cost	Averts a portion of the effect from magic attacks that would have inflicted mortal damage; the character remains alive, though still grievously wounded.
Sneak Ring	3,000	While wearing this ring, he Locke has a higher success rate when using his ability to Steal.
Sniper Sight	3,000	Ensures complete accuracy for the Fight command. No attack launched by the owner will ever miss.
Sprint Shoes	1,500	Although only one member of the group needs to purchase Sprint Shoes, the entire party will walk twice as fast as before when these are present.
Star Pendant	500	Protects the owner from Poison.
Thief Glove	No cost	The Thief Glove changes Locke's Steal command to Capture.
Tintinabar	No cost	Has an effect opposite to that of Poison. The owner recovers hit points with every step.



Weapons and Supplies

True Knight	1,000	This item offers protection to members of your party who are low on hit points.
White Cape	5,000	Protects the wearer from Imp and Mute spells.
Zephyr Cape	7000	Increases the avoidance capability of the wearer, allowing him to dodge a greater number of attacks than before.

Armor

Behemoth Suit

Cost	N/A
Defense	94
Magic Defense	73
Who can use:	Stragos
Comments:	Provides wearer with the strength of a Behemoth or Giant.

Black Ninja Suit

Cost	13,000
Defense	68
Magic Defense	46
Who can use:	Locke, Sabin, Shadow, Gau, Celes, GoGo
Comments:	Superb mobility; also aids in the deception of the enemy. Wearers enjoy a speed bonus of +6.



Complete Final Fantasy III Forbidden Game Secrets

Cat Suit

Cost	N/A
Defense	54
Magic Defense	36
Who can use:	Stragos
Comments:	Despite what its name suggests, this is very high-powered armor. It increases all abilities by +2. Provides no extra protection against Poison attacks.

Chocobo Suit

Cost	N/A
Defense	56
Magic Defense	38
Who can use:	Stragos
Comments:	Allows the user to connect with the Chocobos on a spiritual level. Provides a power bonus of +3, a speed bonus of +6, and a stamina bonus of +2. Provides no extra protection against poison.

Cotton Robe

Cost	200
Defense	32
Magic Defense	21
Who can use:	Terra, Stragos, GoGo
Comments:	Composed of many layers of cotton. Very sturdy, but still easy to move in.

Weapons and Supplies

Crystal Mail

Cost	17,000
Defense	72
Magic Defense	49
Who can use:	Terra, Locke, Edgar, Cyan, Celes
Comments:	Stronger than Diamond Armor. Crystal Mail breaks up each large attack into several smaller attacks, each of which is subject to the saving throw of the character.

Diamond Armor

Cost	15,000
Defense	70
Magic Defense	47
Who can use:	Terra, Edgar, Cyan, Celes, Setzer
Comments:	Larger version of the Diamond Breastplate.

Diamond Breastplate

Cost	12,000
Defense	65
Magic Defense	44
Who can use:	Everyone except Stragos and Umaro
Comments:	Lightweight diamond armor with high defensive power.



Complete Final Fantasy III Forbidden Game Secrets

Earth Robe

Cost	6,000
Defense	53
Magic Defense	43
Who can use:	Everyone except Edgar, Umaro, and Cyan
Comments:	Robe imbued with the spirit of the Earth. Recovers all hit points from Earth-type attacks.

Genji Armor

Cost	N/A
Defense	90
Magic Defense	80
Who can use:	Terra, Locke, Edgar, Shadow, Cyan, Celes, Setzer
Comments:	The best kind of manufactured armor in the realm. Provides a power bonus of +5, a speed bonus of +3, a stamina bonus of +2, and a magic bonus of +3.

Gold Armor

Cost	10,000
Defense	55
Magic Defense	37
Who can use:	Terra, Edgar, Cyan, Celes, Setzer, Mog
Comments:	Very ornate armor; more decorative than functional. It provides only average defense.

Weapons and Supplies

Iron Armor

Cost	700
Defense	40
Magic Defense	27
Who can use:	Terra, Locke, Edgar, Celes, Setzer, Cyan
Comments:	High-end defense, but it is very heavy and restricts mobility. The speed of characters who wear this is reduced by 2.

Kempogi

Cost	250
Defense	34
Magic Defense	23
Who can use:	Locke, Sabin, Shadow, Gau
Comments:	Martial-arts fighting clothes.

Laser Armor

Cost	N/A
Defense	28
Magic Defense	19
Who can use:	Everyone except Sabin and Umaro
Comments:	Lightweight armor that does not restrict mobility.



Light Robe

Cost	11,000
Defense	60
Magic Defense	43
Who can use:	Stragos and GoGo
Comments:	Increases the magic power of the wearer by a factor of +2.

Magic Leader's Robe

Cost	13,000
Defense	68
Magic Defense	50
Avoidance:	0
Magical Avoidance:	10%
Who can use:	Stragos and GoGo
Comments:	Robes worn by the magical leaders of ancient times, before the War of the Magi of a millennium ago. Provides a magical bonus of +5 on all die rolls.

Minerba Vische

Cost	N/A
Defense	88
Magic Defense	70
Avoidance:	0
Magical Avoidance:	10%
Who can use:	Terra, Celes



Weapons and Supplies

Comments:

Super-powered magical suit imbued with the power of the Espers. When you wear this, your magic power increases by 25 percent and you have a power bonus of +1, a stamina bonus of +1, a speed of +2, and a magic bonus of +4. Reduces the effectiveness of Water, Earth, Sacred, or Poison attacks by 50 percent. Provides no extra protection against Fire, Thunder, Ice, or Wind attacks.

Mirage Vest

Cost	N/A
Defense	48
Magic Defense	36
Avoidance:	0
Magical Avoidance:	10%
Who can use:	Everyone except Umaro
Comments:	Attacks against wearers of this vest are half as effective because the vest causes opponents to see two of the wearer. The wearer also receives a speed bonus of +6.

Moggle Suit

Cost	N/A
Defense	58
Magic Defense	52
Who can use:	Stragos
Comments:	When you wear this you change into a Moggle and your magic power increases tremendously.



Complete Final Fantasy III Forbidden Game Secrets

Magic bonus of +5 on all rolls. Provides no extra protection against poison.

Mythrial Mail

Cost	3,500
Defense	51
Magic Defense	34
Who can use:	Terra, Locke, Edgar, Cyan, Celes, Setzer
Comments:	Very functional yet attractive armor.

Mythrial Plate

Cost	1,200
Defense	45
Magic Defense	30
Who can use:	Everyone except Umaro
Comments:	A lightweight breastplate made of Mythrial, a magical metal.

Ninja Robe

Cost	1,100
Defense	47
Magic Defense	32
Who can use:	Locke, Setzer, Sabin, Shadow, Gau, GoGo
Comments:	Used by Ninja spies over the centuries. Fine iron threads are woven into the clothes to make them more resistant to attack. Wearers enjoy a speed bonus of +2.

Weapons and Supplies

Nutz Suit

Cost	N/A
Defense	86
Magic Defense	67
Who can use:	Stragos
Comments:	Costume that resembles a squirrel or chipmunk. Spiritually connects the wearer with these speedy rodents. Provides a speed bonus of +7 and a magic bonus of +3.

Power Sash

Cost	5,000
Defense	52
Magic Defense	35
Who can use:	Terra, Locke, Sabin, Shadow, Cyan, Gau
Comments:	When you wear this, it acts as a conduit to gather energy from the surroundings and channel it into your body. The wearer receives power and stamina bonuses of +5 and a speed bonus of +1.

Princess Dress

Cost	N/A
Defense	70
Magic Defense	64
Who can use:	Terra
Comments:	Dress with imbedded protection spell for the Princess. Provides a power bonus of +1, a speed



Complete Final Fantasy III Forbidden Game Secrets

bonus of +2, a stamina bonus of +2, and a magic bonus of +3.

Red Jacket

Cost	N/A
Defense	78
Magic Defense	55
Who can use:	Edgar, Sabin
Comments:	Treasure from the royal family of Figaro. Made of special thread that increases the potential power of the wearer. Provides a power bonus of +5, a speed bonus of +2, a stamina bonus of +4, a magic bonus of +1. Provides no extra protection against Fire attacks.

Silk Robe

Cost	600
Defense	39
Magic Defense	29
Who can use:	Terra, Celes, Stragos, Mog, GoGo
Comments:	Because silk allows magic power to be transmitted from the user without distortion, wearers of this robe receive a magic bonus of +1.

Snow Muffler

Cost	N/A
Defense	128

Weapons and Supplies

Magic Defense	90
Avoidance:	10%
Magical Avoidance:	10%
Who can use:	Gau, Mog, Umaro
Comments:	The defensive abilities of the snow muffler are halved against Fire attacks. Absorbs the power of all Ice attacks against the wearer and can use that power in subsequent attacks.

White Dress

Cost	2,200
Defense	47
Magic Defense	35
Who can use:	All the female characters
Comments:	Adds to the charm and attractiveness of the user, which adds a +5 bonus to all magic rolls.

Shields

Bloody Shield

Cost:	N/A
Defense:	0
Magic Defense:	0
Avoidance:	0
Magical Avoidance:	0
Who can use:	Everyone except Umaro



Complete Final Fantasy III Forbidden Game Secrets

Comments: When equipped with this, you are possessed. You are condemned. You suffer penalties as follows: power, -7; speed, -7; stamina, -7; magic, -7.

Buckler

Cost:	200
Defense:	16
Magic Defense:	10
Avoidance:	10%
Magical Avoidance:	0%
Who can use:	Everyone except Umaro
Comments:	Very light; almost everyone can use it.

Crystal Shield

Cost:	7,000
Defense:	50
Magic Defense:	34
Avoidance:	10%
Magical Avoidance:	0%
Who can use:	Terra, Edgar, Cyan, Celes, Setzer
Comments:	Very valuable.

Diamond Shield

Cost:	3,500
Defense:	40



Weapons and Supplies

Magic Defense:	27
Avoidance:	10%
Magical Avoidance:	0%
Who can use:	Terra, Edgar, Cyan, Celes, Setzer
Comments:	Very sturdy, expensive.

Easy Shield

Cost:	N/A
Defense:	46
Magic Defense:	52
Avoidance:	20%
Magical Avoidance:	40%
Who can use:	Everyone except Umaro
Comments:	Allows the carrier to avoid magic attacks.

Flame Shield

Cost:	N/A
Defense:	41
Magic Defense:	28
Avoidance:	20%
Magical Avoidance:	10%
Who can use:	Everyone except Umaro
Comments:	Observes Fire, cold air makes it ineffective, weak point is water. When used during in battle, it creates Fire.



Force Shield

Cost:	N/A
Defense:	0
Magic Defense:	70
Avoidance:	0%
Magical Avoidance:	50%
Who can use:	Everyone except Umaro
Comments:	Will decrease effectiveness of Water, Earth, Wind, Thunder, Ice, or Fire by 50 percent. For defense against magic only.

Genji Shield

Cost:	N/A
Defense:	54
Magic Defense:	50
Avoidance:	20%
Magical Avoidance:	20%
Who can use:	Everyone except Umaro
Comments:	Provides superior defensive power.

Gold Shield

Cost:	2,500
Defense:	34
Magic Defense:	23
Avoidance:	10%
Magical Avoidance:	0%



Weapons and Supplies

Who can use: Terra, Edgar, Cyan, Celes, Setzer, Mog
 Comments: Like an artifact, very expensive.

Hero Shield

Cost: N/A
 Defense: 59
 Magic Defense: 59
 Avoidance: 40%
 Magical Avoidance: 40%
 Who can use: Everyone except Umara
 Comments: Will absorb Fire, Ice, Thunder, and Sacred. Water, Earth, Wind and Poison will make it ineffective. Only heroes can receive it. Prevents all attacks.

Ice Shield

Cost: N/A
 Defense: 42
 Magic Defense: 28
 Avoidance: 20%
 Magical Avoidance: 10%
 Who can use: Everyone except Umara
 Comments: Observes Cold, Fire makes it ineffective, weak point is Wind. This has the magic power of cold air. When used as an item, it creates a blizzard.



Large Shield

Cost:	400
Defense:	22
Magic Defense:	14
Avoidance:	10%
Magical Avoidance:	0%
Who can use:	Terra, Locke, Cyan, Edgar, Setzer
Comments:	Very effective against physical attack.

Mythrial Shield

Cost:	1,200
Defense:	27
Magic Defense:	18
Avoidance:	10%
Magical Avoidance:	0%
Who can use:	Everyone except Umaro
Comments:	Very easy to use.

Raijin Shield

Cost:	N/A
Defense:	43
Magic Defense:	28
Avoidance:	20%
Magical Avoidance:	10%
Who can use:	Everyone except Umaro



Weapons and Supplies

Comments: Observes Thunder, Fire, and Ice reduces its effectiveness by half; Wind makes it ineffective. This has the Raijin spirit. When used, it creates thunder.

Helm

Animal-Skin Cap

Cost:	N/A
Defense:	11
Magic Defense:	7
Avoidance:	0%
Magical Avoidance:	0%
Who can use:	Everyone except Umaro
Comments:	Since it is cheap, it is a basic item to acquire.

Bandana

Cost:	800
Defense:	16
Magic Defense:	10
Avoidance:	0%
Magical Avoidance:	0%
Who can use:	Terra, Locke, Sabin, Gau, Celes
Comments:	For battle only; very strong.



Complete Final Fantasy III Forbidden Game Secrets

Black Cap

Cost:	7,500
Defense:	26
Magic Defense:	17
Avoidance:	0%
Magical Avoidance:	0%
Who can use:	Locke, Sabin, Shadow, Gau, Mog, GoGo
Comments:	Black hood to cover yourself, much like a Ninja hood.

Cap with feather

Cost:	250
Defense:	14
Magic Defense:	9
Avoidance:	0%
Magical Avoidance:	0%
Who can use:	Everyone except Umaro
Comments:	More useful than animal-skin cap.

Cat's-Ear Hood

Cost:	None
Defense:	33
Magic Defense:	33
Avoidance:	10%
Magical Avoidance:	10%
Who can use:	Reim



Weapons and Supplies

Comments: Wearer can receive twice as many gold pieces as usual after a fight. Speed, +2; magic, +4. If opponent attacks with Fire, Ice, Thunder, Wind, Sacred, or Earth, the Hood's effectiveness is decreased by 50 percent.

Circlet

Cost: 7,000
Defense: 25
Magic Defense: 19
Avoidance: 0%
Magical Avoidance: 0%
Who can use: Everyone except Umaro
Comments: Increases all your powers. Power, +2; speed, +1; stamina, +3; magic, +4.

Crown

Cost: N/A
Defense: 23
Magic Defense: 23
Avoidance: 0%
Magical Avoidance: 0%
Who can use: Edgar, Sabin
Comments: Drawing technique increases. Provides a speed bonus of +2; a magic bonus of +4.



Crown of Thorns

Cost:	None
Defense:	38
Magic Defense:	0
Avoidance:	0%
Magical Avoidance:	0%
Who can use:	All but Umaro
Comments:	Slowly decreases stamina.

Crystal Helm

Cost:	10,000
Defense:	29
Magic Defense:	19
Avoidance:	0%
Magical Avoidance:	0%
Who can use:	Terra, Edgar, Celes, Setzer
Comments:	Made of crystal; since it's heavy, only certain party members can wear it.

Diamond Helm

Cost:	8,000
Defense:	27
Magic Defense:	18
Avoidance:	0%
Magical Avoidance:	0%
Who can use:	Terra, Edgar, Cyan, Celes, Setzer
Comments:	Has many diamonds on its surface.

Weapons and Supplies

Genji Helm

Cost:	None
Defense:	36
Magic Defense:	38
Avoidance:	0%
Magical Avoidance:	0%
Who can use:	All but Umaro
Comments:	Strong defensive power against magic attack.

Gold Helm

Cost:	4,000
Defense:	22
Magic Defense:	15
Avoidance:	0%
Magical Avoidance:	0%
Who can use:	Terra, Edgar, Cyan, Celes, Mog
Comments:	Very strong defensive power; superior function and appearance.

Green Beret

Cost:	3,000
Defense:	19
Magic Defense:	13
Avoidance:	10%
Magical Avoidance:	0%
Who can use:	Everyone except Umaro
Comments:	Increases the hit points of the wearer by 10 percent.



Complete Final Fantasy III Forbidden Game Secrets

Hair Band

Cost:	150
Defense:	12
Magic Defense:	8
Avoidance:	0%
Magical Avoidance:	0%
Who can use:	Terra, Celes
Comments:	Reduces damage to the head.

Iron Helm

Cost:	1,000
Defense:	18
Magic Defense:	12
Avoidance:	0%
Magical Avoidance:	0%
Who can use:	Terra, Locke, Terra, Cyan, Gau, Celes, Setzer
Comments:	It is made of iron and has a strong defense power, but it is heavy.

Mystic Veil

Cost:	5,500
Defense:	24
Magic Defense:	25
Avoidance:	0%
Magical Avoidance:	10%
Who can use:	Terra and Celes
Comments:	Increases speed and magic power, provides a speed of +1, a magic of +3.

Weapons and Supplies

Pledge Veil

Cost:	9,000
Defense:	32
Magic Defense:	31
Avoidance:	0%
Magical Avoidance:	0%
Who can use:	Terra, Celes, Relm
Comments:	Used in weddings. Only for women.

Priest Hat

Cost:	3,000
Defense:	19
Magic Defense:	21
Avoidance:	0%
Magical Avoidance:	10%
Who can use:	Everyone except Umaro
Comments:	Increases the magic points of the wearer by 10 percent.

Red Cap

Cost:	N/A
Defense:	24
Magic Defense:	17
Avoidance:	0%
Magical Avoidance:	0%
Who can use:	Everyone except Umaro
Comments:	Wearer's hit points are increased by 25 percent. Also provides the following bonuses: magic +4, speed of +3, stamina of +2.



Complete Final Fantasy III Forbidden Game Secrets

Royal Crown

Cost:	None
Defense:	28
Magic Defense:	23
Avoidance:	0%
Magical Avoidance:	0%
Who can use:	Edgar, Sabin
Comments:	Only a royal personage of Royalty can wear this headpiece. Increases speed, stamina, and magic bonuses by +1.

Tiara

Cost:	3,000
Defense:	22
Magic Defense:	20
Avoidance:	0%
Magical Avoidance:	0%
Who can use:	Terra and Celes
Comments:	Will increase the wearer's magic bonus by +2.

Tiger Mask

Cost:	2,500
Defense:	21
Magic Defense:	13
Avoidance:	0%



Weapons and Supplies

Magical Avoidance:	0%
Who can use:	Sabin, Gau
Comments:	The wearer receives the power of the Tiger. Provides a power bonus of +3, speed bonus of +2, and stamina bonus of +1.

Triangle Cap

Cost:	600
Defense:	15
Magic Defense:	16
Avoidance:	0%
Magical Avoidance:	0%
Who can use:	Terra, Celes, Stragos, Mog, GoGo
Comments:	Plus 5 in magic bonus points; will increase the magic power of the wearer.

Twisted Towel

Cost:	1,600
Defense:	16
Magic Defense:	10
Avoidance:	0%
Magical Avoidance:	0%
Who can use:	Locke, Sabin, Shadow, Cyan, Gau, Mog
Comments:	Provides a power bonus of +3, a speed bonus of +1, and a stamina bonus of +2.



Complete Final Fantasy III Forbidden Game Secrets

Weapons

Final Fantasy III includes weapons of many types. For ease of reference, we have further divided this category into subcategories including swords, spears, flails, and so on.

Swords

Swords are the most common all purpose weapons found in the game. They vary in strength and cost, but the best of them must be found in the course of the quest.

Air Knife

Cost:	950
Attack Power:	76
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Locke, Sabin, Cyan, Gau, Umaro, Stragos, GoGo
Comments:	Very effective against monsters whose weakness is Wind. Can be used as a magic sword; can be held with both hands; can also be thrown.

Assassin Dagger

Cost:	N/A
Attack Power:	106
Avoidance:	10
Magical Avoidance:	N/A



Weapons and Supplies

Who can use:	Locke, Shadow
Comments:	Thin knife for assassination. Sometimes causes death. Can kill one enemy at a time. Will increase speed by 3 and magic by 2. Can be used as magic sword, can be held in both hands. Can be thrown.

Bastard Sword

Cost:	3,000
Attack Power:	98
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Terra, Edgar, Celes
Comments:	Very sharp, long sword. Good for stabbing. Can be used as a killer sword and a magic sword, can be held in both hands and can be thrown.

Bearer Knife

Cost:	N/A
Attack Power:	145
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Locke
Comments:	When you're in trouble, its real power comes out and you can do damage to an opponent. Can be used as a magic sword, can be held with both hands.



Blood Sword

Cost:	N/A
Attack Power:	121
Avoidance:	10
Magical Avoidance:	N/A
Who can use:	Terra, Edgar, Celes
Comments:	The wearer gets all the enemy's hit points. Be aware that it doesn't work for the undead. Can be used as a killer sword and a magic sword, can be held in both hands and can be thrown.

Bright Blade

Cost:	N/A
Attack Power:	1,700
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Terra, Edgar, Celes
Comments:	Made of stone, sometimes it will use the Break spell when you attack. It will kill the enemy instantly. Can be used as a killer sword and a magic sword, can be held in both hands and can be thrown.

Crystal Sword

Cost:	15,000
Attack Power:	167
Avoidance:	N/A

Weapons and Supplies

Magical Avoidance:	N/A
Who can use:	Terra, Edgar, Celes
Comments:	Made of crystal; very expensive because it is a rare stone. Has superior power. Can be used as a killer sword and a magic sword; can be held in both hands and can be thrown.

Dagger

Cost:	150
Attack Power:	26
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Everyone except Sabin, Cyan, Gau, Umaro
Comments:	Short sword for protection; can be used as a magic sword; can be held in both hands and can be thrown.

Enhance Sword

Cost:	10,000
Attack Power:	135
Avoidance:	N/A
Magical Avoidance:	20
Who can use:	Terra, Edgar, Celes
Comments:	Special magic power, the wearer's magic power increases by a bonus of 7. Has protection against magic. Can be used as a killer sword and a magic sword. Can be held in both hands and can be thrown.



Complete Final Fantasy III Forbidden Game Secrets

Excalibur

Cost:	N/A
Attack Power:	217
Avoidance:	20
Magical Avoidance:	N/A
Who can use:	Terra, Edgar, Celes
Comments:	Legendary exorcising sword. Has sacred characteristics; cleans up all the dirty monsters and undead enemy. This will increase the power bonus by +2; speed bonus by +2; stamina bonus by +1; and magic bonus by +1. Can be used as a killer sword and a magic sword; can be held in both hands and can be thrown.

Flame Tan

Cost:	7,000
Attack Power:	108
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Terra, Edgar, Celes
Comments:	When used, sometimes has Fire and burns all of your enemies; the unskilled can use it and cause the enemy great damage. Can be used as a killer sword and a magic sword with a bonus of +2; can be held with both hands and can be thrown.

Foulseum

Cost:	17,000
Attack Power:	176



Weapons and Supplies

Avoidance:	10
Magical Avoidance:	N/A
Who can use:	Terra, Edgar, Celes
Comments:	Strongest power among all the weapons produced; a good buy. Can be used as a killer sword and a magic sword; can be held in both hands and can be thrown.

Gradueess

Cost:	N/A
Attack Power:	204
Avoidance:	10
Magical Avoidance:	N/A
Who can use:	Everyone except Sabin, Cyan, Gau, Umaro
Comments:	Strongest short sword. It will kill the enemy with sacred power. Very light. Can be used as a killer sword and a magic sword; can be held with both hands and can be thrown.

Great Sword

Cost:	800
Attack Power:	54
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Terra, Edgar, Celes
Comments:	Wide blade, not very sharp; therefore, use it to crush the opponent. Can be used as a killer sword and a magic sword; can be used with both hands and can be thrown.



Complete Final Fantasy III Forbidden Game Secrets

Ice Brand

Cost:	7,000
Attack Power:	108
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Terra, Edgar, Celes
Comments:	Magic sword with cold-air characteristics; any attacker touched by the sword will freeze. Increases magic by 2. Can be used as a killer sword and a magic sword; can be held with both hands and can be thrown.

Loom Blade

Cost:	7,500
Attack Power:	55
Avoidance:	10
Magical Avoidance:	N/A
Who can use:	Terra, Edgar, Celes
Comments:	Doesn't have great attacking power, but it will never miss the enemy. Uses 10 to 20 magic points of the wearer. Can be used as both a killer and a magic sword; can be held with both hands; can be thrown.

Man Eater

Cost:	11,000
Attack Power:	146



Weapons and Supplies

Avoidance:	N/A
Magical Avoidance:	10
Who can use:	Everyone except Sabin, Gau, Cyan, Umaro, Mog
Comments:	Short sword. Causes twice as much damage to monsters with human characteristics. Can be used as a magic sword and held with both hands; can be thrown.

Mine

Cost:	N/A
Attack Power:	59
Avoidance:	10
Magical Avoidance:	N/A
Who can use:	Locke
Comments:	Very short sword; difficult to handle. A skilled person can use it effectively in an attack. Can be used as a magic sword; can be thrown.

Mythrial Knife

Cost:	300
Attack Power:	30
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Sabin, Cyan, Gau, Umaro
Comments:	Basic weapon for adventurers to have. Because it is made of Mythrial steel, it is stronger than a dagger. Can be used as a magic sword; can be held in both hands and can be thrown.



Complete Final Fantasy III Forbidden Game Secrets

Mythrial Sword

Cost:	450
Attack Power:	38
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Terra, Locke, Edgar, Celes
Comments:	Not very powerful, but very easy to use, therefore, good for beginners. Material is hard and cannot be bent. Can be used as a killer sword and a magic sword, can be held in both hands and can be thrown.

Oganix

Cost:	N/A
Attack Power:	182
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Terra, Edgar, Celes
Comments:	Like the Loom Blade, it uses the wearer's magic power. Sometimes it breaks. Can be used as a killer sword and a magic sword, can be held in both hands and can be thrown.

Ragunia Lock

Cost:	N/A
Attack Power:	255
Avoidance:	30



Weapons and Supplies

Magical Avoidance:	30
Who can use:	Terra, Edgar, Celes
Comments:	This sword seems to be the strongest. Rather than becoming a sword, it may take other forms. Provides a power bonus of +7; a speed bonus of +3; a stamina bonus of +7; and a magic bonus of +7. Has additional effect of Flares. Has no back attack available. Can be used as a killer sword and a magic sword; can be held in both hands and can be thrown.

Right Bringer

Cost:	N/A
Attack Power:	255
Avoidance:	50
Magical Avoidance:	50
Who can use:	Terra, Edgar, Celes
Comments:	Provides Holy protection to the wearer. Even if you attack from the back row, you still have the same power. Provides a power bonus of +7; a speed bonus of +7; a stamina bonus of +7; and a magic bonus of +2. Can be used as a Killer sword and a magic sword; can be held with both hands and can be thrown.

Soul Saver

Cost:	N/A
Attack Power:	Unknown



Complete Final Fantasy III Forbidden Game Secrets

Avoidance:	10
Magical Avoidance:	N/A
Who can use:	Terra, Edgar, Celes
Comments:	Observes magic points of enemy; cannot give direct damage to enemy, but can use Death spell to kill at once. Can be used as a killer sword and a magic sword; can be held with both hands and can be thrown.

Steel Sword

Cost:	N/A
Attack Power:	208
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Terra, Edgar, Celes, Cyan
Comments:	Sometimes it can make a number of enemies disappear; it is effective on the undead. Can be used as a killer sword and a magic sword; can be held in both hands and can be thrown.

Sword Breaker

Cost:	16,000
Attack Power:	164
Avoidance:	30
Magical Avoidance:	N/A
Who can use:	Locke, Sabin, Umaro, Gau, Cyan
Comments:	Has jagged edges. By using it, you can avoid



Weapons and Supplies

attacks by many opponents in the same round of combat. Can be used as a killer sword and a magic sword; can be held in both hands and can be thrown.

Thief knife

Cost:	N/A
Attack Power:	88
Avoidance:	10
Magical Avoidance:	10
Who can use:	Locke, Shadow
Comments:	When you attack with this knife regularly, you can get the same effect Locke does with Steal. Magic sword; can be used with both hands and can be thrown.

Thunder Blade

Cost:	7,000
Attack Power:	108
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Terra, Edgar, Celes
Comments:	Used most frequently as Ice Brand and Flame Tan. Also has thunder attack; increases magic by +2. Can be used as a killer sword and a magic sword; can be held in both hands and can be thrown.



Ultimate Weapon

Cost:	N/A
Attack Power:	Unknown
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Terra, Edgar, Celes
Comments:	Ultimate sword; the higher the hit points of the wearer, the greater the power of the sword.

Spears

Spears can be most effective when you are equipped with Dragon Knight's shoes and use the jump attack.

Glow Lance

Cost:	N/A
Attack Power:	227
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Edgar, Mog
Comments:	Strongest attack power sphere; it is very large and difficult to handle. Can be used as magic sword; can be held with both hands and can be thrown.

Golden Sphere

Cost:	12,000
Attack Power:	139
Avoidance:	N/A



Weapons and Supplies

Magical Avoidance:	N/A
Who can use:	Edgar, Mog
Comments:	Decorated nicely. The front of the sphere is made of gold, so it will never rust. Can be used as magic sword; can be held with both hands and can be thrown.

Heavy Lance

Cost:	10,000
Attack Power:	112
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Edgar, Mog
Comments:	Originally for the knight on a chocobo. Very heavy. Can be used as a magic sword; can be held with both hands and can be thrown.

Holy Lance

Cost:	N/A
Attack Power:	194
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Edgar, Mog
Comments:	Sacred sphere, blessed by all the gods. When the wearer holds it, the special Holy effect kills all the evils. Increases magic bonus by +1. Can used as a magic sword; can be held with both hands and can be thrown.



Mythrial Sphere

Cost:	800
Attack Power:	70
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Mog, Edgar
Comments:	A weakness sphere, but in the Mythrial series it is the strongest, has a high attacking power, and has the same price as the Great Sword. Can be used as magic sword; can be held in both hands and can be thrown.

Power Lance

Cost:	13,000
Attack Power:	150
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Edgar, Mog
Comments:	Highest attacking power. It will be a strong asset to Edgar and Mog. Can be used as a magic sword; can be held with both hands and can be thrown.

Trident

Cost:	1,700
Attack Power:	93
Avoidance:	N/A
Magical Avoidance:	N/A



Weapons and Supplies

Who can use:	Edgar, Mog
Comments:	It was originally a sphere to catch fish and has characteristics of water. Can be used as a magic sword; can be held with both hands and can be thrown.

Shurikens

Huma Shuriken

Cost:	500
Attack Power:	132
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Shadow
Comments:	Revised version of Shuriken. Easy to hit the target with, difficult to take out. Can also be thrown from the back row with the same power.

Shuriken

Cost:	30
Attack Power:	86
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Shadow
Comments:	Most widely used; attacking power is stronger than that of lower-level sword. Can also be thrown from the back row.



Complete Final Fantasy III Forbidden Game Secrets

Ninja Weapons

Can be used only by Shadow.

Cherry Blossom Storm

Cost:	3,200
Attack Power:	112
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Shadow
Comments:	Cherry blossom designs on the knife. Can be used as a magic sword and with both hands; can also be thrown.

Kunai

Cost:	N/A
Attack Power:	82
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Shadow
Comments:	Basic weapon carried by Ninja; Shadow's favorite.

Sasuke

Cost:	N/A
Attack Power:	121
Avoidance:	N/A



Weapons and Supplies

Magical Avoidance:	N/A
Who can use:	Shadow
Comments:	It is said that a famous Ninja used it, but it has disappeared and no one knows where it is.

Shadow Sewing

Cost:	N/A
Attack Power:	220
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Shadow
Comments:	Same effect as Stop. This is the highest-ranking Ninja toy. Can be used as a magic sword, can be held with both hands and can be thrown.

Small Knife

Cost:	1,200
Attack Power:	93
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Shadow
Comments:	Average attacking power, but very cost-effective. Can be used as a magic sword, can be used with both hands and can be thrown.



Wand Attack

Cost:	N/A
Attack Power:	190
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Shadow
Comments:	This is made for a single attack with the purpose of killing Ninja's rule. Makes very high-powered attacks and kills the enemy. Can be used as a magic sword with both hands; can also be thrown.

Scrolls

Hiding Leaf

Cost:	200
Attack Power:	N/A
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Shadow
Comments:	This will cause a windstorm and make the wearer invisible. Same effect as the magic spell vanish.

Katon

Cost:	500
Attack Power:	N/A
Avoidance:	N/A
Magical Avoidance:	N/A



Weapons and Supplies

Who can use:	Shadow
Comments:	When you throw it, you can make a sea of fire around the area toward which you throw it. Can also be thrown from the back row.

Raijin

Cost:	500
Attack Power:	N/A
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Shadow
Comments:	Will bring out the Thunder God to drop a thunderbolt. It is as powerful as Thunder magic.

Shadow's Double

Cost:	400
Attack Power:	N/A
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Shadow
Comments:	By moving the wearer faster, it will create doubles, thus increasing defensive power.

Suiton

Cost:	500
Attack Power:	N/A
Avoidance:	N/A



Complete Final Fantasy III Forbidden Game Secrets

Magical Avoidance:	N/A
Who can use:	Shadow
Comments:	This brings out the water, creating floods. Very effective for a monster that has characteristics of Fire. Can also be thrown from the back row with the same effect.

Katana

Only Cyan can use the Katana.

Ashura

Cost:	N/A
Attack Power:	57
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Cyan
Comments:	This is a sword Cyan received from the king when he became a soldier. It can be used as a killer sword and a magic sword; it can be held with both hands and can be thrown.

Chrysanthemum

Cost:	1,200
Attack Power:	81
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Cyan



Weapons and Supplies

Comments: Beautiful knife with Chrysanthemum design. Very sharp. Can be used as a killer sword and a magic sword, can be held with both hands and can also be thrown.

Cutting Wind

Cost: N/A
Attack Power: 101
Avoidance: N/A
Magical Avoidance: N/A
Who can use: Cyan
Comments: The magic power of this knife will create the wind, it has a very attractive attacking power. Can be used as a killer sword and a magic sword, can be held in both hands and can be thrown.

Heavens Cloud

Cost: N/A
Attack Power: 199
Avoidance: N/A
Magical Avoidance: N/A
Who can use: Cyan
Comments: Said to be used by the first Samurai of Doma, it was lost in the War of the Magi. Can be used as a killer sword and a magic sword, can be and held with both hands and can be thrown.



Complete Final Fantasy III Forbidden Game Secrets

Masamune

Cost:	N/A
Attack Power:	162
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Cyan
Comments:	Said to have been made by a very famous knife maker, and every soldier wants to have it. Can be used as a killer sword and a magic sword, can be held with both hands and can be thrown.

Murasame

Cost:	N/A
Attack Power:	N/A
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Cyan
Comments:	Mystic power comes from this knife, it is very strong against the enemy weapons. Can be used as a killer sword and a magic sword, can be held with both hands and can be thrown.

Mutsunokami

Cost:	N/A
Attack Power:	215
Avoidance:	N/A
Magical Avoidance:	N/A



Weapons and Supplies

Who can use:	Cyan
Comments:	The most powerful sword in the world. It can cut the world in half. Can be used as a killer sword and a magic sword; can be held with both hands and can be thrown.

Tiger Iron

Cost:	800
Attack Power:	66
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Cyan
Comments:	Very easy to use, but its attacking power is low. Can be used as a killer sword and a magic sword, can be held with both hands and can be thrown.

Knuckles

Can be used only by Sabin.

Burning Knuckle

Cost:	10,000
Attack Power:	122
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Sabin
Comments:	Additional effect of Fire. When it is hit with the knuckle, fire will emerge and the enemy will catch on fire.



Complete Final Fantasy III Forbidden Game Secrets

Dark Claw

Cost:	2,500
Attack Power:	95
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Sabin
Comments:	Additional effect of Poison. Iron claw with poison characteristics.

Dragon Claw

Cost:	N/A
Attack Power:	188
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Sabin
Comments:	Will increase overall power by +2, and provides a magic bonus of +1. It has a Dragon's Sacred spell characteristics and magic power.

Kaiser Knuckle

Cost:	1,000
Attack Power:	83
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Sabin
Comments:	Instead of a blade, this Knuckle has spikes.

Weapons and Supplies

Metal Knuckles

Cost:	N/A
Attack Power:	55
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Sabin
Comments:	Sabin has been using this weapon since he was a disciple.

Mythrial Claw

Cost:	800
Attack Power:	65
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Sabin
Comments:	Average Knuckle with sharp blades.

Tiger Fang

Cost:	N/A
Attack Power:	215
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Sabin
Comments:	Strongest Knuckle of all. High attacking power. Very attractive Knuckle to have because it provides a power bonus of +3, a speed bonus of +2, a stamina bonus of +2, and a magic bonus, of +3.



Complete Final Fantasy III Forbidden Game Secrets

Rods

Used only by Stragos and Relm.

Fire Rod

Cost:	3,000
Attack Power:	79
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Stragos, Relm
Comments:	Additional effect of Fire. When you are attacking, fire comes out of it. It can be used only with both hands.

Gravity Rod

Cost:	1,300
Attack Power:	120
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Stragos, Relm
Comments:	Additional effect of Gravity. It controls the gravity and attacks with it. Can be used with both hands and can be thrown.

Heal Rod

Cost:	N/A
Attack Power:	N/A



Weapons and Supplies

Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Stragos, Relm
Comments:	Recovers the hit points of the enemy who you hit. If you use it from the back row, only half of the hit points are recovered. Can be used with both hands and can be thrown.

Holy Rod

Cost:	1,200
Attack Power:	124
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Stragos, Relm
Comments:	Additional effect of Holy. Made of holy material and items, it contains holy powers. Strongest rod that is sold. Can be used with both hands and can be thrown.

Ice Rod

Cost:	3,000
Attack Power:	79
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Stragos, Relm
Comments:	Additional effect of Blizzard. When you attack with it, ice becomes blizzard. Can be used only with both hands.



Mythrial Rod

Cost:	500
Attack Power:	60
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Stragos, Relm
Comments:	Made of Mythrial, which has magic powers. When it is worn, the wearer's magic power will increase. A magic soldier's basic equipment. Provides a magic bonus of +2. Can be held with both hands and can be thrown.

Poison Rod

Cost:	1,500
Attack Power:	86
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Stragos, Relm
Comments:	Additional effect of Poison. Poison will become effective when used. Will affect the human-type monsters. Can be used with both hands and can be thrown.

Punisher

Cost:	N/A
Attack Power:	111
Avoidance:	N/A



Weapons and Supplies

Magical Avoidance:	N/A
Who can use:	Stargus, Relm
Comments:	Consumes the magic power of a severe attack. (If magic points are zero, then only that of a normal attack.) Can be used with both hands and can be thrown.

Thunder Rod

Cost:	3,000
Attack Power:	79
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Stragos, Relm
Comments:	Can be used with both hands.

Wizard Rod

Cost:	N/A
Attack Power:	168
Avoidance:	N/A
Magical Avoidance:	30
Who can use:	Stragos, Relm
Comments:	Strongest Rod. Only the person acknowledged to be the Master can use this Rod. This increases magic powers and prevents enemy magic. Magic bonus of +7. Can be used as a magic sword, can be held in both hands and can be thrown.



Brushes

Only Relm can use Brushes.

Chocobo Brush

Cost:	N/A
Attack Power:	60
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Relm
Comments:	Relm has had this Brush since she was a child; it is not sold at the store. Can be used with both hands. Has magic bonus of +1.

Davici Brush

Cost:	7,000
Attack Power:	100
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Relm
Comments:	Average magic Brush. Rather expensive, but easy to draw with. Provides a speed bonus of +1; a magic bonus of +1. Can be used in both hands.

Magical Brush

Cost:	N/A
Attack Power:	130



Weapons and Supplies

Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Relm
Comments:	You can hit with this brush; it has killing power. The brush also provides a stamina bonus of +1, a speed bonus of +1, and a magic bonus of +1. Can be used in both hands.

Rainbow Brush

Cost:	N/A
Attack Power:	146
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Relm
Comments:	Looks like a regular Brush, but has great power. Increases Relm's power bonus by +1, speed bonus, by +2, stamina bonus, by +1, and magic bonus by +2. Can be used with both hands.

Gambler's Items

Only Setzer can use these items.

Cards

Cost:	N/A
Attack Power:	104
Avoidance:	N/A
Magical Avoidance:	N/A



Complete Final Fantasy III Forbidden Game Secrets

Who can use:	Setzer
Comments:	Depending on the way you throw the cards, they can become knives. Can also be thrown from the back row with the same effect.

Cheating Dice

Cost:	N/A
Attack Power:	1
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Setzer
Comments:	Throw three dice and the total will determine the damage. Can also be thrown from the back row.

Darts

Cost:	10,000
Attack Power:	115
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Setzer
Comments:	Used in conjunction with fight command. Can also be thrown from the back row.

Dice

Cost:	5,000
Attack Power:	1



Weapons and Supplies

Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Setzer
Comments:	Throw the dice and the number determines the damage to the enemy. Can also be thrown from the back row.

One-Shot Darts

Cost:	13,000
Attack Power:	133
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Setzer
Comments:	Since poison is applied to the darts, you can kill the enemy in one shot.

Poltergeist Card

Cost:	N/A
Attack Power:	187
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Setzer
Comments:	Additional effect of Death. Attack with Tarot power; if the Death card hits the enemy, it kills immediately. Can be thrown from the back row.



Flail

Can be used only by Terra, Stragos, Celes, and Umaro.

Bone Club

Cost:	N/A
Attack Power:	151
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Umaro
Comments:	Can be used with either hand.

Chain Flail

Cost:	2,000
Attack Power:	86
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Terra, Stragos, Celes, Umaro
Comments:	Average attacking power; rather heavy.

Morning Star

Cost:	5,000
Attack Power:	109
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Terra, Stragos, Celes, Umaro



Weapons and Supplies

Comments: Improvement on Chain Flail. Speed and strong attack. Can be used with both hands; can be used from the back row.

Boomerangs

Locke is the only one who can use these weapons.

Boomerang

Cost: 4,500
Attack Power: 102
Avoidance: N/A
Magical Avoidance: N/A
Who can use: Locke
Comments: Made of wood. No blades; can only hit. Low attack power.

Hawkeye

Cost: 6,000
Attack Power: 111
Avoidance: N/A
Magical Avoidance: N/A
Who can use: Locke
Comments: User can hit with the stem part or attack with the blades.



Complete Final Fantasy III Forbidden Game Secrets

Rising Sun

Cost:	N/A
Attack Power:	1,700
Avoidance:	N/A
Magical Avoidance:	N/A
Who can use:	Locke
Comments:	Improved version of Round Moon Ring.

Round Moon Ring

Cost:	2,500
Attack Power:	95
Avoidance:	N/A
Magic Avoidance:	N/A
Who can use:	Locke
Comments:	Round with blades on the outside. Can be thrown from the back row.

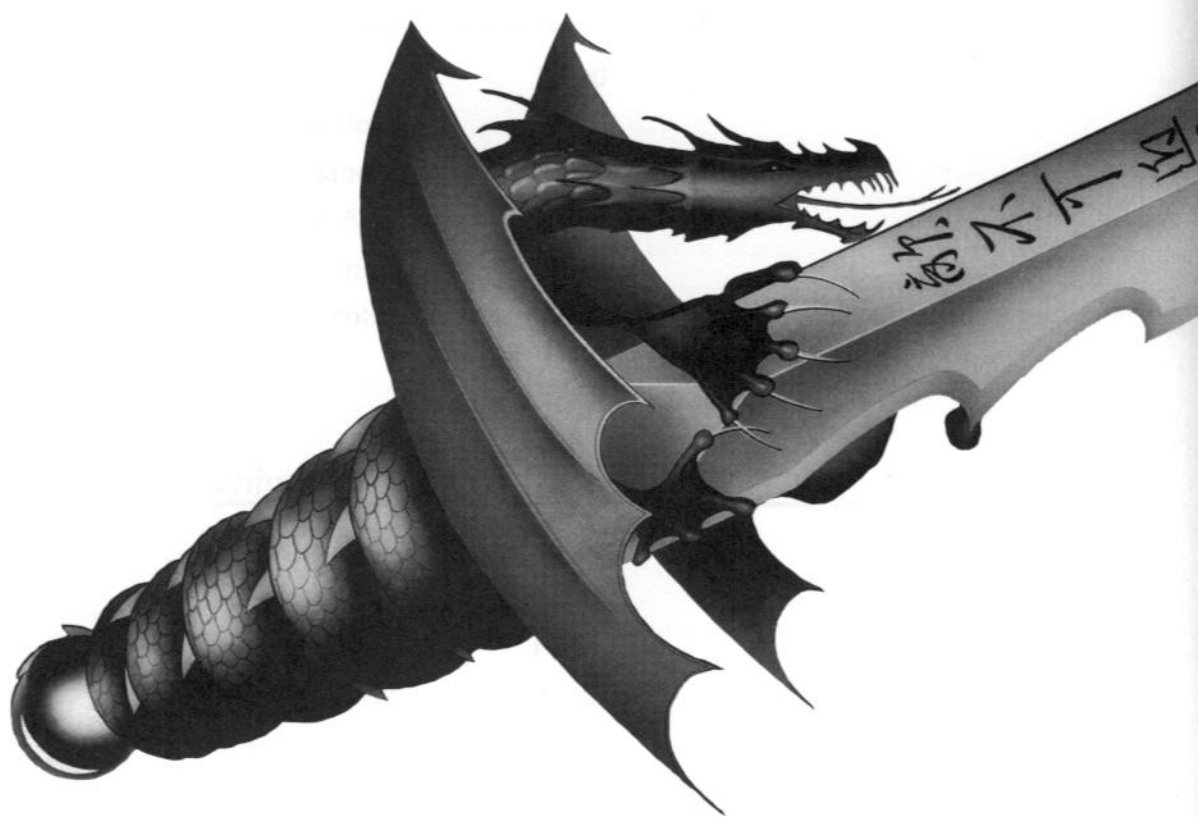
Sniper

Cost:	15,000
Attack Power:	172
Avoidance:	N/A
Magic Avoidance:	N/A
Who can use:	Locke
Comments:	Similar to Hawkeye, but made for attacking.



Wing Edge

Cost:	N/A
Attack Power:	198
Avoidance:	N/A
Magic Avoidance:	N/A
Who can use:	Locke
Comments:	Improvement on boomerang; can kill with one hit. Also provides a power bonus of +7; a speed bonus, of +7; a stamina bonus of +1; and a magic bonus of +2.





Monsters

you will encounter hundreds of monster types in *Final Fantasy III*. Although some of them will seem similar in appearance, pay particular attention to the name changes. You can then cross-reference the onscreen name with the following listings and determine the monsters attributes, specific weaknesses, and items of interest you can obtain from them.



Abolisher

Hit Points:	860
Magic Points:	82
Experience:	485
Speed:	35
Level:	24
Gold Pieces:	525
Attack:	16
Defend:	125
Avoid:	0
Magic Attack:	10
Magic Defense:	150
Magic Avoid:	0
Weaknesses:	None
Item to Steal:	Antidote
Dropped Item:	None

Allo Ver

Hit Points:	8000
Magic Points:	8000
Experience:	0
Speed:	55
Level:	19
Gold Pieces:	0
Attack:	13
Defend:	140
Avoid:	0
Magic Attack:	55



Monsters

Magic Defense:	160
Magic Avoid:	0
Weaknesses:	Sacred and Fire
Item to Steal:	None
Dropped Item:	None

Allosaurus

Hit Points:	3000
Magic Points:	300
Experience:	953
Speed:	15
Level:	38
Gold Pieces:	731
Attack:	10
Defend:	105
Avoid:	0
Magic Attack:	3
Magic Defense:	50
Magic Avoid:	0
Weaknesses:	Sacred and Fire
Item to Steal:	None
Dropped Item:	None

Anemone

Hit Points:	2000
Magic Points:	100
Experience:	1000



Complete Final Fantasy III Forbidden Game Secrets

Speed:	33
Level:	33
Gold Pieces:	550
Attack:	10
Defend:	115
Avoid:	0
Magic Attack:	10
Magic Defense:	145
Magic Avoid:	0
Weaknesses:	Thunder and Fire
Item to Steal:	None
Dropped Item:	Yellow Cherry

Anguiform

Hit Points:	315
Magic Points:	150
Experience:	96
Speed:	25
Level:	13
Gold Pieces:	358
Attack:	14
Defend:	80
Avoid:	0
Magic Attack:	6
Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Thunder
Item to Steal:	Elixir
Dropped Item:	Fenix Down



Apokryphos

Hit Points:	1900
Magic Points:	195
Experience:	1200
Speed:	37
Level:	26
Gold Pieces:	525
Attack:	18
Defend:	80
Avoid:	0
Magic Attack:	10
Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Water, Sacred, and Thunder
Item to Steal:	None
Dropped Item:	None

Aquila

Hit Points:	6013
Magic Points:	820
Experience:	2781
Speed:	40
Level:	49
Gold Pieces:	906
Attack:	13
Defend:	120
Avoid:	30
Magic Attack:	10



Complete Final Fantasy III Forbidden Game Secrets

Magic Defense:	145
Magic Avoid:	0
Weaknesses:	Ice
Item to Steal:	Fenix Down
Dropped Item:	None

Areneid

Hit Points:	87
Magic Points:	15
Experience:	37
Speed:	30
Level:	6
Gold Pieces:	94
Attack:	20
Defend:	80
Avoid:	0
Magic Attack:	10
Magic Defense:	135
Magic Avoid:	0
Weaknesses:	Water and Ice
Item to Steal:	Potion
Dropped Item:	Elixir

Balloon

Hit Points:	555
Magic Points:	80
Experience:	369
Speed:	25

Monsters

Level:	22
Gold Pieces:	300
Attack:	11
Defend:	20
Avoid:	0
Magic Attack:	10
Magic Defense:	130
Magic Avoid:	0
Weaknesses:	Water and Ice
Item to Steal:	None
Dropped Item:	None

Barb-e

Hit Points:	3062
Magic Points:	198
Experience:	1410
Speed:	30
Level:	39
Gold Pieces:	1995
Attack:	13
Defend:	100
Avoid:	0
Magic Attack:	10
Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Poison
Item to Steal:	None
Dropped Item:	None



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Baskervor

Hit Points:	750
Magic Points:	100
Experience:	465
Speed:	35
Level:	22
Gold Pieces:	458
Attack:	17
Defend:	110
Avoid:	0
Magic Attack:	10
Magic Defense:	120
Magic Avoid:	0
Weaknesses:	None
Item to Steal:	None
Dropped Item:	None

Beaker

Hit Points:	290
Magic Points:	30
Experience:	108
Speed:	30
Level:	11
Gold Pieces:	135
Attack:	12
Defend:	80
Avoid:	0
Magic Attack:	10

Monsters

Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Fire
Item to Steal:	Eyedrops
Dropped Item:	Elixir

Behemoth

Hit Points:	5800
Magic Points:	180
Experience:	2055
Speed:	50
Level:	28
Gold Pieces:	0
Attack:	25
Defend:	100
Avoid:	0
Magic Attack:	7
Magic Defense:	135
Magic Avoid:	0
Weaknesses:	Ice
Item to Steal:	None
Dropped Item:	None

Bleary

Hit Points:	119
Magic Points:	10
Experience:	53
Speed:	30



Complete Final Fantasy III Forbidden Game Secrets

Level:	7
Gold Pieces:	80
Attack:	13
Defend:	100
Avoid:	0
Magic Attack:	10
Magic Defense:	155
Magic Avoid:	0
Weaknesses:	Fire
Item to Steal:	Potion
Dropped Item:	Potion

Bloompire

Hit Points:	12
Magic Points:	400
Experience:	510
Speed:	35
Level:	26
Gold Pieces:	896
Attack:	13
Defend:	254
Avoid:	0
Magic Attack:	10
Magic Defense:	254
Magic Avoid:	0
Weaknesses:	Fire
Item to Steal:	None
Dropped Item:	None



Bogy

Hit Points:	1318
Magic Points:	100
Experience:	532
Speed:	30
Level:	29
Gold Pieces:	1200
Attack:	15
Defend:	102
Avoid:	0
Magic Attack:	10
Magic Defense:	153
Magic Avoid:	0
Weaknesses:	None
Item to Steal:	Elixir
Dropped Item:	None

Bomb

Hit Points:	160
Magic Points:	50
Experience:	35
Speed:	30
Level:	8
Gold Pieces:	80
Attack:	10
Defend:	90
Avoid:	0
Magic Attack:	1



Complete Final Fantasy III Forbidden Game Secrets

Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Water and Ice
Item to Steal:	Potion
Dropped Item:	Elixir

Borras

Hit Points:	1200
Magic Points:	60
Experience:	550
Speed:	40
Level:	16
Gold Pieces:	600
Attack:	18
Defend:	125
Avoid:	0
Magic Attack:	5
Magic Defense:	115
Magic Avoid:	0
Weaknesses:	Poison
Item to Steal:	Giant Glove
Dropped Item:	None

Bounty Man

Hit Points:	285
Magic Points:	50
Experience:	115
Speed:	32



Monsters

Level:	13
Gold Pieces:	55
Attack:	16
Defend:	75
Avoid:	0
Magic Attack:	10
Magic Defense:	140
Magic Avoid:	0
Weaknesses:	Fire
Item to Steal:	Elixir
Dropped Item:	None

Boxed Set

Hit Points:	4020
Magic Points:	105
Experience:	1504
Speed:	30
Level:	45
Gold Pieces:	465
Attack:	13
Defend:	90
Avoid:	0
Magic Attack:	7
Magic Defense:	250
Magic Avoid:	0
Weaknesses:	Sacred
Item to Steal:	Antidote
Dropped Item:	None



Complete Final Fantasy III Forbidden Game Secrets

Brainpan

Hit Points:	1300
Magic Points:	1000
Experience:	500
Speed:	35
Level:	25
Gold Pieces:	600
Attack:	24
Defend:	120
Avoid:	0
Magic Attack:	10
Magic Defense:	110
Magic Avoid:	0
Weaknesses:	Sacred, Thunder, and Fire
Item to Steal:	None
Dropped Item:	None

Brawler

Hit Points:	137
Magic Points:	100
Experience:	79
Speed:	35
Level:	9
Gold Pieces:	84
Attack:	14
Defend:	100
Avoid:	0
Magic Attack:	10



Monsters

Magic Defense:	70
Magic Avoid:	0
Weaknesses:	Cold
Item to Steal:	Bandana
Dropped Item:	Potion

Brontaur

Hit Points:	10050
Magic Points:	12850
Experience:	3000
Speed:	35
Level:	50
Gold Pieces:	1200
Attack:	15
Defend:	130
Avoid:	0
Magic Attack:	12
Magic Defense:	110
Magic Avoid:	0
Weaknesses:	Ice
Item to Steal:	Dried Meat
Dropped Item:	None

Buffalax

Hit Points:	2252
Magic Points:	218
Experience:	562
Speed:	30



Complete Final Fantasy III Forbidden Game Secrets

Level:	26
Gold Pieces:	458
Attack:	15
Defend:	100
Avoid:	0
Magic Attack:	10
Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Water and Fire
Item to Steal:	Ether
Dropped Item:	None

Bug

Hit Points:	310
Magic Points:	20
Experience:	165
Speed:	35
Level:	16
Gold Pieces:	210
Attack:	13
Defend:	120
Avoid:	0
Magic Attack:	10
Magic Defense:	145
Magic Avoid:	0
Weaknesses:	Ice and Water
Item to Steal:	Gold Needle
Dropped Item:	None



Monsters

Cadet

Hit Points:	380
Magic Points:	48
Experience:	0
Speed:	30
Level:	13
Gold Pieces:	144
Attack:	13
Defend:	80
Avoid:	0
Magic Attack:	10
Magic Defense:	140
Magic Avoid:	0
Weaknesses:	Poison
Item to Steal:	Potion
Dropped Item:	Potion

Cephaler

Hit Points:	420
Magic Points:	100
Experience:	214
Speed:	30
Level:	21
Gold Pieces:	280
Attack:	10
Defend:	100
Avoid:	0
Magic Attack:	10



Complete Final Fantasy III Forbidden Game Secrets

Magic Defense:	140
Magic Avoid:	0
Weaknesses:	Thunder
Item to Steal:	Elixir
Dropped Item:	None

Ceritops

Hit Points:	2000
Magic Points:	100
Experience:	1000
Speed:	34
Level:	33
Gold Pieces:	850
Attack:	10
Defend:	130
Avoid:	0
Magic Attack:	10
Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Fire
Item to Steal:	None
Dropped Item:	Yellow Cherry



Chaos Dragon

Hit Points:	9013
Magic Points:	1300
Experience:	4881
Speed:	30
Level:	44
Gold Pieces:	1000
Attack:	13
Defend:	5
Avoid:	0
Magic Attack:	10
Magic Defense:	85
Magic Avoid:	0
Weaknesses:	Ice
Item to Steal:	None
Dropped Item:	None

Chaser

Hit Points:	1202
Magic Points:	140
Experience:	691
Speed:	40
Level:	19



Complete Final Fantasy III Forbidden Game Secrets

Gold Pieces:	380
Attack:	13
Defend:	200
Avoid:	0
Magic Attack:	8
Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Water and Ice
Item to Steal:	Noise Blaster
Dropped Item:	None

Chicken Lip

Hit Points:	545
Magic Points:	155
Experience:	190
Speed:	30
Level:	18
Gold Pieces:	279
Attack:	11
Defend:	150
Avoid:	0
Magic Attack:	3
Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Ice
Item to Steal:	Potion
Dropped Item:	None



Chitnoid

Hit Points:	1111
Magic Points:	60
Experience:	321
Speed:	25
Level:	26
Gold Pieces:	356
Attack:	13
Defend:	140
Avoid:	0
Magic Attack:	10
Magic Defense:	80
Magic Avoid:	0
Weaknesses:	Thunder
Item to Steal:	Elixir
Dropped Item:	None

Cirpius

Hit Points:	134
Magic Points:	100
Experience:	82
Speed:	30
Level:	10
Gold Pieces:	102
Attack:	13
Defend:	80



Complete Final Fantasy III Forbidden Game Secrets

Avoid:	0
Magic Attack:	10
Magic Defense:	110
Magic Avoid:	0
Weaknesses:	None
Item to Steal:	Antidote
Dropped Item:	None

Commander

Hit Points:	102
Magic Points:	50
Experience:	85
Speed:	30
Level:	10
Gold Pieces:	153
Attack:	13
Defend:	100
Avoid:	0
Magic Attack:	10
Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Poison
Item to Steal:	Potion
Dropped Item:	None



Commando

Hit Points:	580
Magic Points:	35
Experience:	252
Speed:	30
Level:	18
Gold Pieces:	273
Attack:	13
Defend:	210
Avoid:	0
Magic Attack:	10
Magic Defense:	145
Magic Avoid:	0
Weaknesses:	Water and Thunder
Item to Steal:	Tent
Dropped Item:	Tent

Covert

Hit Points:	4530
Magic Points:	240
Experience:	1757
Speed:	35
Level:	44
Gold Pieces:	1768
Attack:	25
Defend:	100
Avoid:	50
Magic Attack:	11



Complete Final Fantasy III Forbidden Game Secrets

Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Sacred
Item to Steal:	Shuriken
Dropped Item:	None

CrassHopper

Hit Points:	243
Magic Points:	80
Experience:	89
Speed:	30
Level:	11
Gold Pieces:	145
Attack:	10
Defend:	50
Avoid:	0
Magic Attack:	10
Magic Defense:	155
Magic Avoid:	0
Weaknesses:	Wind and Fire
Item to Steal:	Antidote
Dropped Item:	X-potion

Crawler

Hit Points:	3200
Magic Points:	620
Experience:	1456
Speed:	40

Monsters

Level:	51
Gold Pieces:	1224
Attack:	13
Defend:	115
Avoid:	0
Magic Attack:	8
Magic Defense:	115
Magic Avoid:	0
Weaknesses:	Cold
Item to Steal:	Elixir
Dropped Item:	None

Crawly

Hit Points:	122
Magic Points:	0
Experience:	71
Speed:	30
Level:	7
Gold Pieces:	120
Attack:	13
Defend:	45
Avoid:	0
Magic Attack:	10
Magic Defense:	155
Magic Avoid:	0
Weaknesses:	Fire
Item to Steal:	Potion
Dropped Item:	None



Complete Final Fantasy III Forbidden Game Secrets

Critic

Hit Points:	1200
Magic Points:	220
Experience:	853
Speed:	35
Level:	39
Gold Pieces:	629
Attack:	13
Defend:	105
Avoid:	0
Magic Attack:	9
Magic Defense:	150
Magic Avoid:	0
Weaknesses:	None
Item to Steal:	None
Dropped Item:	None

Cruller

Hit Points:	1334
Magic Points:	100
Experience:	419
Speed:	30
Level:	28
Gold Pieces:	797
Attack:	11
Defend:	110
Avoid:	100
Magic Attack:	4



Monsters

Magic Defense:	70
Magic Avoid:	0
Weaknesses:	Sacred and Fire
Item to Steal:	Potion
Dropped Item:	None

Crusher

Hit Points:	2095
Magic Points:	340
Experience:	788
Speed:	30
Level:	36
Gold Pieces:	577
Attack:	13
Defend:	145
Avoid:	0
Magic Attack:	5
Magic Defense:	85
Magic Avoid:	0
Weaknesses:	Fire
Item to Steal:	Super Ball
Dropped Item:	None

Dahling

Hit Points:	3580
Magic Points:	500
Experience:	1151
Speed:	35



Complete Final Fantasy III Forbidden Game Secrets

Level:	37
Gold Pieces:	1260
Attack:	1
Defend:	110
Avoid:	20
Magic Attack:	8
Magic Defense:	45
Magic Avoid:	0
Weaknesses:	Poison
Item to Steal:	None
Dropped Item:	None

Dante

Hit Points:	1945
Magic Points:	200
Experience:	1150
Speed:	40
Level:	28
Gold Pieces:	712
Attack:	17
Defend:	105
Avoid:	0
Magic Attack:	10
Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Poison
Item to Steal:	None
Dropped Item:	None



Dark Force

Hit Points:	8940
Magic Points:	700
Experience:	2950
Speed:	35
Level:	55
Gold Pieces:	600
Attack:	12
Defend:	105
Avoid:	0
Magic Attack:	7
Magic Defense:	155
Magic Avoid:	0
Weaknesses:	Water
Item to Steal:	Crystal Sword
Dropped Item:	None

Dark Wind

Hit Points:	34
Magic Points:	0
Experience:	28
Speed:	30
Level:	5
Gold Pieces:	41
Attack:	13
Defend:	55
Avoid:	0
Magic Attack:	10



Complete Final Fantasy III Forbidden Game Secrets

Magic Defense:	140
Magic Avoid:	0
Weaknesses:	Fire
Item to Steal:	Potion
Dropped Item:	Potion

Delta Bug

Hit Points:	612
Magic Points:	80
Experience:	288
Speed:	30
Level:	26
Gold Pieces:	211
Attack:	11
Defend:	220
Avoid:	0
Magic Attack:	10
Magic Defense:	5
Magic Avoid:	0
Weaknesses:	Fire
Item to Steal:	Potion
Dropped Item:	None

Doberman

Hit Points:	465
Magic Points:	10
Experience:	0
Speed:	35

Monsters

Level:	12
Gold Pieces:	83
Attack:	10
Defend:	100
Avoid:	0
Magic Attack:	10
Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Fire
Item to Steal:	Potion
Dropped Item:	Elixir

Dragon

Hit Points:	7000
Magic Points:	850
Experience:	2930
Speed:	55
Level:	29
Gold Pieces:	0
Attack:	45
Defend:	130
Avoid:	40
Magic Attack:	10
Magic Defense:	110
Magic Avoid:	0
Weaknesses:	Thunder
Item to Steal:	Elixir
Dropped Item:	None



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Drop

Hit Points:	1000
Magic Points:	80
Experience:	398
Speed:	30
Level:	27
Gold Pieces:	427
Attack:	6
Defend:	100
Avoid:	0
Magic Attack:	10
Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Water and Thunder
Item to Steal:	Ether
Dropped Item:	None

Dueller

Hit Points:	7200
Magic Points:	1600
Experience:	2500
Speed:	35
Level:	53
Gold Pieces:	800
Attack:	13
Defend:	185
Avoid:	0
Magic Attack:	10



Monsters

Magic Defense:	145
Magic Avoid:	0
Weaknesses:	Water and Thunder
Item to Steal:	Spinning Saw
Dropped Item:	None

Enuo

Hit Points:	4635
Magic Points:	280
Experience:	1429
Speed:	30
Level:	46
Gold Pieces:	968
Attack:	13
Defend:	50
Avoid:	0
Magic Attack:	10
Magic Defense:	250
Magic Avoid:	0
Weaknesses:	Sacred
Item to Steal:	Potion
Dropped Item:	None

Evil Oscar

Hit Points:	7000
Magic Points:	500
Experience:	2800
Speed:	30



Complete Final Fantasy III Forbidden Game Secrets

Level:	56
Gold Pieces:	1320
Attack:	13
Defend:	115
Avoid:	0
Magic Attack:	6
Magic Defense:	105
Magic Avoid:	0
Weaknesses:	Fire
Item to Steal:	Smoke Screen
Dropped Item:	None

Exocite

Hit Points:	196
Magic Points:	100
Experience:	162
Speed:	30
Level:	11
Gold Pieces:	153
Attack:	19
Defend:	100
Avoid:	0
Magic Attack:	10
Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Thunder and Fire
Item to Steal:	Potion
Dropped Item:	Potion



Exoray

Hit Points:	1200
Magic Points:	112
Experience:	449
Speed:	33
Level:	29
Gold Pieces:	370
Attack:	13
Defend:	105
Avoid:	0
Magic Attack:	10
Magic Defense:	105
Magic Avoid:	0
Weaknesses:	Sacred and Fire
Item to Steal:	None
Dropped Item:	Sacred Water

Fidor

Hit Points:	355
Magic Points:	80
Experience:	160
Speed:	35
Level:	13
Gold Pieces:	180
Attack:	25
Defend:	55
Avoid:	0
Magic Attack:	10



Complete Final Fantasy III Forbidden Game Secrets

Magic Defense:	170
Magic Avoid:	0
Weaknesses:	Fire
Item to Steal:	Fenix Down
Dropped Item:	None

Figaliz

Hit Points:	4220
Magic Points:	140
Experience:	1219
Speed:	30
Level:	45
Gold Pieces:	554
Attack:	29
Defend:	90
Avoid:	0
Magic Attack:	10
Magic Defense:	250
Magic Avoid:	0
Weaknesses:	Cold
Item to Steal:	Elixir
Dropped Item:	None

Flan

Hit Points:	255
Magic Points:	110
Experience:	160
Speed:	30

Monsters

Level:	19
Gold Pieces:	120
Attack:	13
Defend:	13
Avoid:	0
Magic Attack:	10
Magic Defense:	100
Magic Avoid:	0
Weaknesses:	Fire
Item to Steal:	Potion
Dropped Item:	None

Fortis

Hit Points:	9800
Magic Points:	700
Experience:	3500
Speed:	35
Level:	54
Gold Pieces:	250
Attack:	5
Defend:	160
Avoid:	0
Magic Attack:	10
Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Water and Thunder
Item to Steal:	Drill
Dropped Item:	None



Complete Final Fantasy III Forbidden Game Secrets

Fossil Fang

Hit Points:	1399
Magic Points:	219
Experience:	380
Speed:	35
Level:	20
Gold Pieces:	1870
Attack:	25
Defend:	100
Avoid:	0
Magic Attack:	3
Magic Defense:	165
Magic Avoid:	0
Weaknesses:	Water, Sacred, Ice, and Fire
Item to Steal:	Sacred Water
Dropped Item:	None

Gabldegak

Hit Points:	350
Magic Points:	20
Experience:	104
Speed:	30
Level:	15
Gold Pieces:	126
Attack:	13
Defend:	85
Avoid:	0
Magic Attack:	10



Monsters

Magic Defense:	155
Magic Avoid:	0
Weaknesses:	Poison
Item to Steal:	Eyedrops
Dropped Item:	None

Garm

Hit Points:	615
Magic Points:	45
Experience:	228
Speed:	30
Level:	19
Gold Pieces:	343
Attack:	13
Defend:	220
Avoid:	0
Magic Attack:	10
Magic Defense:	140
Magic Avoid:	0
Weaknesses:	Water and Thunder
Item to Steal:	Potion
Dropped Item:	None

General

Hit Points:	650
Magic Points:	30
Experience:	232
Speed:	30



Complete Final Fantasy III Forbidden Game Secrets

Level:	19
Gold Pieces:	308
Attack:	13
Defend:	155
Avoid:	0
Magic Attack:	10
Magic Defense:	105
Magic Avoid:	0
Weaknesses:	Poison
Item to Steal:	Potion
Dropped Item:	Yellow Cherry

Ghost

Hit Points:	226
Magic Points:	70
Experience:	48
Speed:	30
Level:	10
Gold Pieces:	75
Attack:	1
Defend:	105
Avoid:	0
Magic Attack:	1
Magic Defense:	105
Magic Avoid:	0
Weaknesses:	Sacred Fire
Item to Steal:	Potion
Dropped Item:	Potion



Gigantos

Hit Points:	6000
Magic Points:	1120
Experience:	7550
Speed:	50
Level:	25
Gold Pieces:	0
Attack:	20
Defend:	1
Avoid:	0
Magic Attack:	10
Magic Defense:	1
Magic Avoid:	0
Weaknesses:	Poison
Item to Steal:	Potion
Dropped Item:	Sasuke Sword

Gigon Toad

Hit Points:	458
Magic Points:	20
Experience:	235
Speed:	30
Level:	26
Gold Pieces:	340
Attack:	11
Defend:	100
Avoid:	0
Magic Attack:	10



Complete Final Fantasy III Forbidden Game Secrets

Magic Defense:	130
Magic Avoid:	0
Weaknesses:	Ice
Item to Steal:	None
Dropped Item:	None

Gilomantis

Hit Points:	1412
Magic Points:	110
Experience:	559
Speed:	35
Level:	26
Gold Pieces:	756
Attack:	16
Defend:	115
Avoid:	0
Magic Attack:	10
Magic Defense:	140
Magic Avoid:	0
Weaknesses:	Fire
Item to Steal:	None
Dropped Item:	None

Gloom Shell

Hit Points:	2905
Magic Points:	175
Experience:	1096
Speed:	35

Monsters

Level:	41
Gold Pieces:	421
Attack:	13
Defend:	115
Avoid:	0
Magic Attack:	10
Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Cold
Item to Steal:	Elixir
Dropped Item:	None

Gobbler

Hit Points:	470
Magic Points:	63
Experience:	438
Speed:	30
Level:	19
Gold Pieces:	250
Attack:	13
Defend:	170
Avoid:	0
Magic Attack:	8
Magic Defense:	120
Magic Avoid:	0
Weaknesses:	None
Item to Steal:	Yellow Cherry
Dropped Item:	None



Goblin

Hit Points:	5555
Magic Points:	1150
Experience:	2189
Speed:	30
Level:	46
Gold Pieces:	960
Attack:	18
Defend:	70
Avoid:	0
Magic Attack:	7
Magic Defense:	250
Magic Avoid:	0
Weaknesses:	None
Items to Steal:	Mythrial Gloves
Dropped Item:	None

GreaseMonk

Hit Points:	132
Magic Points:	100
Experience:	53
Speed:	35
Level:	8
Gold Pieces:	256
Attack:	15
Defend:	100
Avoid:	0
Magic Attack:	10

Monsters

Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Poison
Item to Steal:	Potion
Dropped Item:	None

Great Behemoth

Hit Points:	11000
Magic Points:	700
Experience:	4100
Speed:	35
Level:	58
Gold Pieces:	2900
Attack:	7
Defend:	90
Avoid:	0
Magic Attack:	10
Magic Defense:	105
Magic Avoid:	0
Weaknesses:	None
Item to Steal:	Tiger Fang
Dropped Item:	None

Grunt

Hit Points:	100
Magic Points:	10
Experience:	0
Speed:	35



Complete Final Fantasy III Forbidden Game Secrets

Level:	12
Gold Pieces:	48
Attack:	11
Defend:	50
Avoid:	0
Magic Attack:	10
Magic Defense:	150
Magic Avoid:	0
Weaknesses:	None
Item to Steal:	Potion
Dropped Item:	Potion

Guard

Hit Points:	40
Magic Points:	15
Experience:	48
Speed:	30
Level:	5
Gold Pieces:	48
Attack:	16
Defend:	100
Avoid:	0
Magic Attack:	6
Magic Defense:	140
Magic Avoid:	0
Weaknesses:	Poison
Item to Steal:	Potion
Dropped Item:	Potion



Hades Gigas

Hit Points:	4771
Magic Points:	590
Experience:	2953
Speed:	43
Level:	35
Gold Pieces:	2500
Attack:	23
Defend:	150
Avoid:	105
Magic Attack:	10
Magic Defense:	145
Magic Avoid:	10
Weaknesses:	Poison
Item to Steal:	Elixir
Dropped Item:	None

Harpiai

Hit Points:	1418
Magic Points:	100
Experience:	449
Speed:	30
Level:	29
Gold Pieces:	909
Attack:	19
Defend:	102
Avoid:	0
Magic Attack:	10



Complete Final Fantasy III Forbidden Game Secrets

Magic Defense:	153
Magic Avoid:	0
Weaknesses:	Wind
Item to Steal:	None
Dropped Item:	None

Harpy

Hit Points:	3615
Magic Points:	233
Experience:	1994
Speed:	35
Level:	42
Gold Pieces:	1221
Attack:	13
Defend:	115
Avoid:	0
Magic Attack:	10
Magic Defense:	145
Magic Avoid:	0
Weaknesses:	None
Item to Steal:	Fenix Down
Dropped Item:	None

Harvester

Hit Points:	2191
Magic Points:	136
Experience:	1242
Speed:	35

Monsters

Level:	35
Gold Pieces:	3000
Attack:	28
Defend:	100
Avoid:	115
Magic Attack:	10
Magic Defense:	155
Magic Avoid:	0
Weaknesses:	Poison
Item to Steal:	Sword
Dropped Item:	None

Hazer

Hit Points:	120
Magic Points:	100
Experience:	35
Speed:	25
Level:	12
Gold Pieces:	101
Attack:	5
Defend:	110
Avoid:	0
Magic Attack:	7
Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Sacred
Item to Steal:	Potion
Dropped Item:	Elixir



Hermit Crab

Hit Points:	305
Magic Points:	35
Experience:	267
Speed:	10
Level:	26
Gold Pieces:	400
Attack:	5
Defend:	150
Avoid:	0
Magic Attack:	5
Magic Defense:	80
Magic Avoid:	0
Weaknesses:	Water
Item to Steal:	Elixir
Dropped Item:	None

Hornet

Hit Points:	92
Magic Points:	0
Experience:	48
Speed:	30
Level:	6
Gold Pieces:	64
Attack:	16
Defend:	100
Avoid:	0
Magic Attack:	10



Monsters

Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Fire
Item to Steal:	Potion
Dropped Item:	Potion

Humpty

Hit Points:	800
Magic Points:	100
Experience:	421
Speed:	30
Level:	27
Gold Pieces:	326
Attack:	8
Defend:	145
Avoid:	0
Magic Attack:	10
Magic Defense:	135
Magic Avoid:	0
Weaknesses:	Sacred and Fire
Item to Steal:	Green Cherry
Dropped Item:	None

Ing

Hit Points:	1100
Magic Points:	50
Experience:	740
Speed:	35



Complete Final Fantasy III Forbidden Game Secrets

Level:	21
Gold Pieces:	442
Attack:	18
Defend:	110
Avoid:	0
Magic Attack:	12
Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Water and Sacred
Item to Steal:	Amulet
Dropped Item:	Sacred Water

Innoc

Hit Points:	6600
Magic Points:	390
Experience:	2400
Speed:	33
Level:	52
Gold Pieces:	1950
Attack:	13
Defend:	155
Avoid:	0
Magic Attack:	12
Magic Defense:	155
Magic Avoid:	0
Weaknesses:	Water and Thunder
Item to Steal:	Bio Blast
Dropped Item:	None

Monsters

**Io**

Hit Points:	7862
Magic Points:	1550
Experience:	3523
Speed:	60
Level:	39
Gold Pieces:	1995
Attack:	13
Defend:	110
Avoid:	0
Magic Attack:	10
Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Water, Sacred, and Thunder
Item to Steal:	None
Dropped Item:	None

Ipoooh

Hit Points:	275
Magic Points:	0
Experience:	160
Speed:	25
Level:	13
Gold Pieces:	185
Attack:	13
Defend:	40
Avoid:	0
Magic Attack:	10



Complete Final Fantasy III Forbidden Game Secrets

Magic Defense:	140
Magic Avoid:	0
Weaknesses:	None
Item to Steal:	Potion
Dropped Item:	Elixir

Iron Fist

Hit Points:	333
Magic Points:	65
Experience:	144
Speed:	35
Level:	15
Gold Pieces:	249
Attack:	13
Defend:	75
Avoid:	0
Magic Attack:	10
Magic Defense:	145
Magic Avoid:	0
Weaknesses:	None
Item to Steal:	Potion
Dropped Item:	Mythrial Knife

Iron Hitman

Hit Points:	2000
Magic Points:	800
Experience:	2000
Speed:	31



Monsters

Level:	52
Gold Pieces:	700
Attack:	13
Defend:	20
Avoid:	0
Magic Attack:	25
Magic Defense:	165
Magic Avoid:	0
Weaknesses:	Water and Thunder
Item to Steal:	Autocrossbow
Dropped Item:	None

Joker

Hit Points:	467
Magic Points:	90
Experience:	194
Speed:	35
Level:	17
Gold Pieces:	320
Attack:	13
Defend:	125
Avoid:	0
Magic Attack:	10
Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Poison and Thunder
Item to Steal:	Potion
Dropped Item:	Mythrial Rod



Junk

Hit Points:	2000
Magic Points:	200
Experience:	2200
Speed:	35
Level:	53
Gold Pieces:	1100
Attack:	2
Defend:	190
Avoid:	0
Magic Attack:	10
Magic Defense:	170
Magic Avoid:	0
Weaknesses:	Water and Thunder
Item to Steal:	Noise Blaster
Dropped Item:	None

Karkass

Hit Points:	3850
Magic Points:	185
Experience:	1399
Speed:	33
Level:	43
Gold Pieces:	826
Attack:	13
Defend:	105
Avoid:	0
Magic Attack:	10



Monsters

Magic Defense:	155
Magic Avoid:	0
Weaknesses:	Sacred and Fire
Item to Steal:	Mythrial Sword
Dropped Item:	None

Katana Soul

Hit Points:	37620
Magic Points:	7400
Experience:	0
Speed:	75
Level:	61
Gold Pieces:	30000
Attack:	25
Defend:	115
Avoid:	20
Magic Attack:	11
Magic Defense:	175
Magic Avoid:	0
Weaknesses:	Poison
Item to Steal:	Cutting Wind Knife
Dropped Item:	Certificate of Mastery

Kiwok

Hit Points:	2000
Magic Points:	100
Experience:	1000
Speed:	33



Complete Final Fantasy III Forbidden Game Secrets

Level:	33
Gold Pieces:	750
Attack:	10
Defend:	105
Avoid:	0
Magic Attack:	10
Magic Defense:	145
Magic Avoid:	0
Weaknesses:	Cold
Item to Steal:	None
Dropped Item:	Green Cherry

L. 10 Magic

Hit Points:	1000
Magic Points:	300
Experience:	0
Speed:	33
Level:	48
Gold Pieces:	0
Attack:	10
Defend:	200
Avoid:	100
Magic Attack:	22
Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Sacred and Fire
Item to Steal:	Ether
Dropped Item:	Ether



L. 20 Magic

Hit Points:	2000
Magic Points:	500
Experience:	0
Speed:	35
Level:	51
Gold Pieces:	0
Attack:	10
Defend:	200
Avoid:	100
Magic Attack:	21
Magic Defense:	145
Magic Avoid:	0
Weaknesses:	None
Item to Steal:	Ether
Dropped Item:	Ether

L. 30 Magic

Hit Points:	3000
Magic Points:	700
Experience:	0
Speed:	36
Level:	54
Gold Pieces:	0
Attack:	10
Defend:	200
Avoid:	100
Magic Attack:	20



Complete Final Fantasy III Forbidden Game Secrets

Magic Defense:	140
Magic Avoid:	0
Weaknesses:	Poison
Item to Steal:	Ether
Dropped Item:	Ether

L. 40 Magic

Hit Points:	4000
Magic Points:	1000
Experience:	0
Speed:	38
Level:	55
Gold Pieces:	0
Attack:	10
Defend:	200
Avoid:	100
Magic Attack:	19
Magic Defense:	135
Magic Avoid:	0
Weaknesses:	Thunder
Item to Steal:	Ether
Dropped Item:	Ether

L. 50 Magic

Hit Points:	5000
Magic Points:	2000
Experience:	0
Speed:	45



Monsters

Level:	57
Gold Pieces:	0
Attack:	10
Defend:	200
Avoid:	100
Magic Attack:	18
Magic Defense:	130
Magic Avoid:	0
Weaknesses:	Sacred and Fire
Item to Steal:	Megaether
Dropped Item:	Ether

L. 60 Magic

Hit Points:	6000
Magic Points:	5000
Experience:	0
Speed:	35
Level:	58
Gold Pieces:	0
Attack:	10
Defend:	200
Avoid:	100
Magic Attack:	17
Magic Defense:	125
Magic Avoid:	0
Weaknesses:	Fire
Item to Steal:	Megaether
Dropped Item:	Ether



Complete Final Fantasy III Forbidden Game Secrets

L. 70 Magic

Hit Points:	7000
Magic Points:	3000
Experience:	0
Speed:	40
Level:	56
Gold Pieces:	0
Attack:	10
Defend:	200
Avoid:	100
Magic Attack:	16
Magic Defense:	120
Magic Avoid:	0
Weaknesses:	Water and Cold
Item to Steal:	Megaether
Dropped Item:	Ether

L. 80 Magic

Hit Points:	8000
Magic Points:	2800
Experience:	0
Speed:	37
Level:	53
Gold Pieces:	0
Attack:	10
Defend:	200
Avoid:	100
Magic Attack:	15



Monsters

Magic Defense:	115
Magic Avoid:	0
Weaknesses:	Poison
Item to Steal:	Megaether
Dropped Item:	Ether

L. 90 Magic

Hit Points:	9000
Magic Points:	9000
Experience:	0
Speed:	38
Level:	55
Gold Pieces:	0
Attack:	10
Defend:	200
Avoid:	100
Magic Attack:	14
Magic Defense:	110
Magic Avoid:	0
Weaknesses:	None
Item to Steal:	Megaether
Dropped Item:	Ether

Land Worm

Hit Points:	12000
Magic Points:	1300
Experience:	4600
Speed:	30



Complete Final Fantasy III Forbidden Game Secrets

Level:	59
Gold Pieces:	0
Attack:	13
Defend:	80
Avoid:	0
Magic Attack:	8
Magic Defense:	120
Magic Avoid:	0
Weaknesses:	Ice
Item to Steal:	Potion
Dropped Item:	None

Leader

Hit Points:	205
Magic Points:	50
Experience:	0
Speed:	30
Level:	11
Gold Pieces:	96
Attack:	16
Defend:	50
Avoid:	0
Magic Attack:	10
Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Poison
Item to Steal:	Elixir
Dropped Item:	Elixir



Leafer

Hit Points:	33
Magic Points:	0
Experience:	24
Speed:	30
Level:	5
Gold Pieces:	45
Attack:	13
Defend:	60
Avoid:	0
Magic Attack:	10
Magic Defense:	140
Magic Avoid:	0
Weaknesses:	Water and Fire
Item to Steal:	Potion
Dropped Item:	Potion

Lethal Weapon

Hit Points:	9200
Magic Points:	1956
Experience:	5848
Speed:	55
Level:	47
Gold Pieces:	1189
Attack:	18
Defend:	190
Avoid:	10
Magic Attack:	15



Complete Final Fantasy III Forbidden Game Secrets

Magic Defense:	125
Magic Avoid:	10
Weaknesses:	Water and Thunder
Item to Steal:	Variable
Dropped Item:	None

Lizard

Hit Points:	1280
Magic Points:	70
Experience:	297
Speed:	30
Level:	26
Gold Pieces:	356
Attack:	14
Defend:	102
Avoid:	0
Magic Attack:	10
Magic Defense:	153
Magic Avoid:	0
Weaknesses:	Ice
Item to Steal:	None
Dropped Item:	None

Lobo

Hit Points:	27
Magic Points:	5
Experience:	37
Speed:	35



Monsters

Level:	5
Gold Pieces:	30
Attack:	20
Defend:	80
Avoid:	0
Magic Attack:	3
Magic Defense:	120
Magic Avoid:	0
Weaknesses:	Fire
Item to Steal:	Potion
Dropped Item:	Potion

Lunaris

Hit Points:	582
Magic Points:	25
Experience:	308
Speed:	25
Level:	26
Gold Pieces:	247
Attack:	13
Defend:	155
Avoid:	0
Magic Attack:	10
Magic Defense:	145
Magic Avoid:	0
Weaknesses:	None
Item to Steal:	Elixir
Dropped Item:	None



Complete Final Fantasy III Forbidden Game Secrets

Luridan

Hit Points:	2079
Magic Points:	122
Experience:	707
Speed:	33
Level:	34
Gold Pieces:	1000
Attack:	12
Defend:	210
Avoid:	25
Magic Attack:	10
Magic Defense:	125
Magic Avoid:	0
Weaknesses:	Wind and Fire
Item to Steal:	Elixir
Dropped Item:	None

Mad Oscar

Hit Points:	2900
Magic Points:	980
Experience:	780
Speed:	30
Level:	30
Gold Pieces:	2292
Attack:	20
Defend:	95
Avoid:	0
Magic Attack:	10



Monsters

Magic Defense:	145
Magic Avoid:	0
Weaknesses:	Fire
Item to Steal:	Goggles
Dropped Item:	Sacred Water

Madam

Hit Points:	8150
Magic Points:	900
Experience:	2200
Speed:	35
Level:	53
Gold Pieces:	700
Attack:	8
Defend:	100
Avoid:	0
Magic Attack:	12
Magic Defense:	155
Magic Avoid:	0
Weaknesses:	Poison
Item to Steal:	Sliver-Framed Glasses
Dropped Item:	None

Mag Roder (1)

Hit Points:	420
Magic Points:	100
Experience:	232
Speed:	30



Complete Final Fantasy III Forbidden Game Secrets

Level:	19
Gold Pieces:	277
Attack:	12
Defend:	25
Avoid:	0
Magic Attack:	1
Magic Defense:	140
Magic Avoid:	0
Weaknesses:	Ice
Item to Steal:	Sword
Dropped Item:	Water Scroll

Mag Roader (2)

Hit Points:	1380
Magic Points:	70
Experience:	647
Speed:	33
Level:	32
Gold Pieces:	284
Attack:	14
Defend:	105
Avoid:	0
Magic Attack:	10
Magic Defense:	150
Magic Avoid:	0
Weaknesses:	None
Item to Steal:	Sword
Dropped Item:	Suiton



Mag Roader(3)

Hit Points:	1777
Magic Points:	100
Experience:	621
Speed:	33
Level:	32
Gold Pieces:	352
Attack:	32
Defend:	115
Avoid:	0
Magic Attack:	10
Magic Defense:	145
Magic Avoid:	0
Weaknesses:	None
Item to Steal:	Sword
Dropped Item:	Katon

Magic Urn

Hit Points:	100
Magic Points:	10000
Experience:	0
Speed:	40
Level:	31
Gold Pieces:	0
Attack:	5
Defend:	220
Avoid:	100
Magic Attack:	35



Complete Final Fantasy III Forbidden Game Secrets

Magic Defense:	190
Magic Avoid:	0
Weaknesses:	None
Item to Steal:	Potion
Dropped Item:	None

Maliga

Hit Points:	952
Magic Points:	100
Experience:	360
Speed:	30
Level:	26
Gold Pieces:	576
Attack:	15
Defend:	110
Avoid:	0
Magic Attack:	10
Magic Defense:	145
Magic Avoid:	0
Weaknesses:	Water, Thunder, and Ice
Item to Steal:	Potion
Dropped Item:	None

Mandrake

Hit Points:	1150
Magic Points:	104
Experience:	378
Speed:	30



Monsters

Level:	23
Gold Pieces:	450
Attack:	16
Defend:	115
Avoid:	0
Magic Attack:	10
Magic Defense:	125
Magic Avoid:	0
Weaknesses:	Fire
Item to Steal:	Elixir
Dropped Item:	None

Mantodea

Hit Points:	4500
Magic Points:	420
Experience:	4612
Speed:	45
Level:	54
Gold Pieces:	501
Attack:	180
Defend:	145
Avoid:	0
Magic Attack:	10
Magic Defense:	100
Magic Avoid:	0
Weaknesses:	Fire
Item to Steal:	None
Dropped Item:	None



Complete Final Fantasy III Forbidden Game Secrets

Master Pug

Hit Points:	22000
Magic Points:	1200
Experience:	0
Speed:	45
Level:	73
Gold Pieces:	0
Attack:	13
Defend:	100
Avoid:	0
Magic Attack:	9
Magic Defense:	165
Magic Avoid:	0
Weaknesses:	None
Item to Steal:	Elixir
Dropped Item:	Gladdues

Mega Armor

Hit Points:	1000
Magic Points:	50
Experience:	350
Speed:	45
Level:	21
Gold Pieces:	0
Attack:	19
Defend:	120
Avoid:	0
Magic Attack:	10

Monsters

Magic Defense:	100
Magic Avoid:	0
Weaknesses:	Water and Thunder
Item to Steal:	Elixir
Dropped Item:	None

Mesosaur

Hit Points:	1112
Magic Points:	130
Experience:	459
Speed:	30
Level:	26
Gold Pieces:	456
Attack:	13
Defend:	110
Avoid:	0
Magic Attack:	10
Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Ice
Item to Steal:	Antidote
Dropped Item:	None

Mind Candy

Hit Points:	290
Magic Points:	100
Experience:	128
Speed:	30



Complete Final Fantasy III Forbidden Game Secrets

Level:	15
Gold Pieces:	168
Attack:	14
Defend:	105
Avoid:	0
Magic Attack:	10
Magic Defense:	165
Magic Avoid:	0
Weaknesses:	Wind and Fire
Item to Steal:	Gold Needle
Dropped Item:	Gold Needle

Misfit

Hit Points:	1750
Magic Points:	140
Experience:	750
Speed:	35
Level:	26
Gold Pieces:	786
Attack:	26
Defend:	105
Avoid:	0
Magic Attack:	10
Magic Defense:	155
Magic Avoid:	0
Weaknesses:	Sacred and Fire
Item to Steal:	None
Dropped Item:	None



Mover

Hit Points:	120
Magic Points:	10500
Experience:	1500
Speed:	85
Level:	52
Gold Pieces:	0
Attack:	20
Defend:	115
Avoid:	225
Magic Attack:	10
Magic Defense:	254
Magic Avoid:	0
Weaknesses:	None
Item to Steal:	Autocrossbow
Dropped Item:	Magicite

M-Tek Armor

Hit Points:	210
Magic Points:	250
Experience:	0
Speed:	25
Level:	8
Gold Pieces:	0
Attack:	18
Defend:	30
Avoid:	0
Magic Attack:	3



Complete Final Fantasy III Forbidden Game Secrets

Magic Defense:	130
Magic Avoid:	0
Weaknesses:	Thunder
Item to Steal:	Potion
Dropped Item:	Elixir

Nastidon

Hit Points:	1877
Magic Points:	100
Experience:	697
Speed:	35
Level:	32
Gold Pieces:	298
Attack:	13
Defend:	145
Avoid:	0
Magic Attack:	10
Magic Defense:	105
Magic Avoid:	0
Weaknesses:	None
Item to Steal:	
Dropped Item:	

Naughty

Hit Points:	3000
Magic Points:	195
Experience:	0
Speed:	48



Monsters

Level:	24
Gold Pieces:	0
Attack:	11
Defend:	115
Avoid:	0
Magic Attack:	10
Magic Defense:	145
Magic Avoid:	0
Weaknesses:	Sacred, Thunder, and Fire
Item to Steal:	None
Dropped Item:	None

Nautiloid

Hit Points:	236
Magic Points:	100
Experience:	216
Speed:	35
Level:	11
Gold Pieces:	173
Attack:	18
Defend:	100
Avoid:	0
Magic Attack:	10
Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Thunder and Fire
Item to Steal:	Potion
Dropped Item:	Eyedrops



Complete Final Fantasy III Forbidden Game Secrets

Neck Hunter

Hit Points:	1334
Magic Points:	150
Experience:	588
Speed:	30
Level:	28
Gold Pieces:	1330
Attack:	5
Defend:	102
Avoid:	0
Magic Attack:	10
Magic Defense:	153
Magic Avoid:	0
Weaknesses:	Poison
Item to Steal:	None
Dropped Item:	None

Necromancer

Hit Points:	3525
Magic Points:	900
Experience:	1510
Speed:	25
Level:	48
Gold Pieces:	791
Attack:	13
Defend:	100
Avoid:	0
Magic Attack:	7



Monsters

Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Sacred and Fire
Item to Steal:	None
Dropped Item:	Sacred Water

Night Shade

Hit Points:	2200
Magic Points:	305
Experience:	872
Speed:	35
Level:	37
Gold Pieces:	767
Attack:	13
Defend:	110
Avoid:	0
Magic Attack:	9
Magic Defense:	140
Magic Avoid:	0
Weaknesses:	Fire
Item to Steal:	None
Dropped Item:	None

Ninja

Hit Points:	1650
Magic Points:	130
Experience:	694
Speed:	37



Complete Final Fantasy III Forbidden Game Secrets

Level:	27
Gold Pieces:	520
Attack:	22
Defend:	135
Avoid:	50
Magic Attack:	5
Magic Defense:	140
Magic Avoid:	0
Weaknesses:	Sacred and Thunder
Item to Steal:	None
Dropped Item:	None

Orog

Hit Points:	1584
Magic Points:	250
Experience:	510
Speed:	35
Level:	30
Gold Pieces:	716
Attack:	45
Defend:	105
Avoid:	0
Magic Attack:	10
Magic Defense:	140
Magic Avoid:	0
Weaknesses:	Sacred and Fire
Item to Steal:	None
Dropped Item:	Sacred Water

Monsters

**Osprey**

Hit Points:	850
Magic Points:	100
Experience:	249
Speed:	25
Level:	26
Gold Pieces:	596
Attack:	12
Defend:	105
Avoid:	0
Magic Attack:	10
Magic Defense:	120
Magic Avoid:	0
Weaknesses:	Ice
Item to Steal:	None
Dropped Item:	None

Outsider

Hit Points:	8050
Magic Points:	400
Experience:	2600
Speed:	40
Level:	18
Gold Pieces:	2800
Attack:	15
Defend:	105
Avoid:	0
Magic Attack:	4



Complete Final Fantasy III Forbidden Game Secrets

Magic Defense:	155
Magic Avoid:	0
Weaknesses:	Sacred
Item to Steal:	Break Blade
Dropped Item:	None

Over Grunk

Hit Points:	492
Magic Points:	100
Experience:	219
Speed:	30
Level:	15
Gold Pieces:	365
Attack:	13
Defend:	125
Avoid:	0
Magic Attack:	10
Magic Defense:	125
Magic Avoid:	0
Weaknesses:	Fire
Item to Steal:	Elixir
Dropped Item:	None

Over-Mind

Hit Points:	390
Magic Points:	190
Experience:	65
Speed:	30



Monsters

Level:	13
Gold Pieces:	228
Attack:	12
Defend:	55
Avoid:	0
Magic Attack:	7
Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Sacred Fire
Item to Steal:	Elixir
Dropped Item:	Green Cherry

Pan Dora

Hit Points:	1522
Magic Points:	350
Experience:	622
Speed:	25
Level:	39
Gold Pieces:	461
Attack:	13
Defend:	140
Avoid:	0
Magic Attack:	10
Magic Defense:	80
Magic Avoid:	0
Weaknesses:	Sacred and Fire
Item to Steal:	None
Dropped Item:	None



Complete Final Fantasy III Forbidden Game Secrets

Parasite

Hit Points:	1000
Magic Points:	230
Experience:	455
Speed:	20
Level:	39
Gold Pieces:	461
Attack:	1
Defend:	140
Avoid:	0
Magic Attack:	1
Magic Defense:	5
Magic Avoid:	0
Weaknesses:	Fire
Item to Steal:	None
Dropped Item:	None

Parasoul

Hit Points:	2077
Magic Points:	500
Experience:	1620
Speed:	30
Level:	47
Gold Pieces:	674
Attack:	13
Defend:	80
Avoid:	0
Magic Attack:	10



Monsters

Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Ice
Item to Steal:	None
Dropped Item:	None

Peepers

Hit Points:	1
Magic Points:	19
Experience:	2
Speed:	35
Level:	23
Gold Pieces:	0
Attack:	7
Defend:	5
Avoid:	0
Magic Attack:	10
Magic Defense:	5
Magic Avoid:	0
Weaknesses:	Ice
Item to Steal:	None
Dropped Item:	None

Phase

Hit Points:	4550
Magic Points:	1700
Experience:	2600
Speed:	30



Complete Final Fantasy III Forbidden Game Secrets

Level:	47
Gold Pieces:	890
Attack:	11
Defend:	105
Avoid:	0
Magic Attack:	10
Magic Defense:	105
Magic Avoid:	0
Weaknesses:	Ice
Item to Steal:	None
Dropped Item:	None

Pipsqueak

Hit Points:	250
Magic Points:	50
Experience:	115
Speed:	30
Level:	18
Gold Pieces:	273
Attack:	13
Defend:	210
Avoid:	0
Magic Attack:	10
Magic Defense:	145
Magic Avoid:	0
Weaknesses:	Water and Thunder
Item to Steal:	Potion
Dropped Item:	None



Piranha

Hit Points:	10
Magic Points:	60
Experience:	0
Speed:	30
Level:	9
Gold Pieces:	0
Attack:	13
Defend:	100
Avoid:	0
Magic Attack:	8
Magic Defense:	180
Magic Avoid:	0
Weaknesses:	Thunder
Item to Steal:	None
Dropped Item:	Potion

Pluto Armor

Hit Points:	2850
Magic Points:	220
Experience:	853
Speed:	35
Level:	39
Gold Pieces:	629
Attack:	13
Defend:	105
Avoid:	0
Magic Attack:	9



Complete Final Fantasy III Forbidden Game Secrets

Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Water and Thunder
Item to Steal:	None
Dropped Item:	None

Pm Stalker

Hit Points:	265
Magic Points:	190
Experience:	258
Speed:	20
Level:	26
Gold Pieces:	491
Attack:	9
Defend:	140
Avoid:	0
Magic Attack:	6
Magic Defense:	115
Magic Avoid:	0
Weaknesses:	Sacred and Fire
Item to Steal:	None
Dropped Item:	None

Poppers

Hit Points:	1000
Magic Points:	100
Experience:	800
Speed:	34



Monsters

Level:	33
Gold Pieces:	350
Attack:	5
Defend:	120
Avoid:	0
Magic Attack:	10
Magic Defense:	140
Magic Avoid:	0
Weaknesses:	Fire
Item to Steal:	None
Dropped Item:	Green Cherry

Power Demon

Hit Points:	2058
Magic Points:	360
Experience:	485
Speed:	40
Level:	29
Gold Pieces:	385
Attack:	13
Defend:	145
Avoid:	0
Magic Attack:	10
Magic Defense:	140
Magic Avoid:	0
Weaknesses:	Sacred and Fire
Item to Steal:	Elixir
Dropped Item:	Sacred Water



Complete Final Fantasy III Forbidden Game Secrets

Presenter

Hit Points:	9230
Magic Points:	1600
Experience:	0
Speed:	30
Level:	19
Gold Pieces:	1000
Attack:	53
Defend:	160
Avoid:	0
Magic Attack:	10
Magic Defense:	195
Magic Avoid:	0
Weaknesses:	Fire
Item to Steal:	None
Dropped Item:	None

Primordite

Hit Points:	145
Magic Points:	10
Experience:	90
Speed:	30
Level:	11
Gold Pieces:	115
Attack:	13
Defend:	50
Avoid:	0
Magic Attack:	10



Monsters

Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Thunder
Item to Steal:	Eyedrops
Dropped Item:	None

Prometheus

Hit Points:	14500
Magic Points:	2050
Experience:	5200
Speed:	47
Level:	56
Gold Pieces:	1300
Attack:	13
Defend:	170
Avoid:	0
Magic Attack:	10
Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Water and Thunder
Item to Steal:	Variable
Dropped Item:	None

Proto Armor

Hit Points:	670
Magic Points:	125
Experience:	499
Speed:	30



Complete Final Fantasy III Forbidden Game Secrets

Level:	19
Gold Pieces:	296
Attack:	12
Defend:	230
Avoid:	0
Magic Attack:	7
Magic Defense:	110
Magic Avoid:	0
Weaknesses:	Thunder
Item to Steal:	Elixir
Dropped Item:	Bio Blast

Prussian

Hit Points:	3300
Magic Points:	188
Experience:	800
Speed:	34
Level:	33
Gold Pieces:	350
Attack:	5
Defend:	120
Avoid:	0
Magic Attack:	10
Magic Defense:	140
Magic Avoid:	0
Weaknesses:	None
Item to Steal:	Round Moon Ring
Dropped Item:	None



Psychot

Hit Points:	900
Magic Points:	55
Experience:	347
Speed:	33
Level:	32
Gold Pieces:	275
Attack:	14
Defend:	165
Avoid:	0
Magic Attack:	10
Magic Defense:	125
Magic Avoid:	0
Weaknesses:	Cold
Item to Steal:	Potion
Dropped Item:	Potion

Pterodon

Hit Points:	380
Magic Points:	70
Experience:	464
Speed:	45
Level:	12
Gold Pieces:	325
Attack:	25
Defend:	65
Avoid:	0
Magic Attack:	10



Complete Final Fantasy III Forbidden Game Secrets

Magic Defense:	180
Magic Avoid:	0
Weaknesses:	Fire
Item to Steal:	Mythrial Knife
Dropped Item:	Elixir

Pug

Hit Points:	8000
Magic Points:	15500
Experience:	1200
Speed:	35
Level:	27
Gold Pieces:	3333
Attack:	13
Defend:	150
Avoid:	50
Magic Attack:	10
Magic Defense:	180
Magic Avoid:	50
Weaknesses:	Thunder and Fire
Item to Steal:	None
Dropped Item:	Super Ball

Punisher

Hit Points:	428
Magic Points:	85
Experience:	291
Speed:	50

Monsters

Level:	16
Gold Pieces:	314
Attack:	13
Defend:	105
Avoid:	0
Magic Attack:	10
Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Poison
Item to Steal:	Goggles
Dropped Item:	Barrier Ring

Rain Man

Hit Points:	2722
Magic Points:	180
Experience:	890
Speed:	34
Level:	39
Gold Pieces:	485
Attack:	13
Defend:	110
Avoid:	0
Magic Attack:	10
Magic Defense:	145
Magic Avoid:	30
Weaknesses:	Water, Sacred, and Cold
Item to Steal:	None
Dropped Item:	None



Complete Final Fantasy III Forbidden Game Secrets

Ralph

Hit Points:	620
Magic Points:	10
Experience:	255
Speed:	35
Level:	17
Gold Pieces:	345
Attack:	14
Defend:	135
Avoid:	0
Magic Attack:	10
Magic Defense:	145
Magic Avoid:	0
Weaknesses:	None
Item to Steal:	Potion
Dropped Item:	Elixir

Red Wolf

Hit Points:	1510
Magic Points:	110
Experience:	687
Speed:	25
Level:	32
Gold Pieces:	412
Attack:	10
Defend:	155
Avoid:	0
Magic Attack:	10



Monsters

Magic Defense:	140
Magic Avoid:	0
Weaknesses:	None
Item to Steal:	Potion
Dropped Item:	Potion

Repo Man

Hit Points:	35
Magic Points:	0
Experience:	25
Speed:	35
Level:	5
Gold Pieces:	25
Attack:	19
Defend:	90
Avoid:	0
Magic Attack:	10
Magic Defense:	120
Magic Avoid:	0
Weaknesses:	Poison
Item to Steal:	Potion
Dropped Item:	Potion

Retainer

Hit Points:	7050
Magic Points:	2600
Experience:	2300
Speed:	35



Complete Final Fantasy III Forbidden Game Secrets

Level:	59
Gold Pieces:	2000
Attack:	13
Defend:	100
Avoid:	40
Magic Attack:	5
Magic Defense:	180
Magic Avoid:	0
Weaknesses:	Poison
Item to Steal:	Masumune
Dropped Item:	None

Rhinotaur

Hit Points:	232
Magic Points:	100
Experience:	246
Speed:	35
Level:	8
Gold Pieces:	186
Attack:	25
Defend:	100
Avoid:	0
Magic Attack:	10
Magic Defense:	155
Magic Avoid:	0
Weaknesses:	None
Item to Steal:	Potion
Dropped Item:	Elixir



Rhinox

Hit Points:	800
Magic Points:	35
Experience:	592
Speed:	30
Level:	19
Gold Pieces:	400
Attack:	13
Defend:	200
Avoid:	0
Magic Attack:	10
Magic Defense:	100
Magic Avoid:	0
Weaknesses:	None
Item to Steal:	Sunbeam
Dropped Item:	None

Rhobite

Hit Points:	135
Magic Points:	40
Experience:	53
Speed:	30
Level:	10
Gold Pieces:	110
Attack:	9
Defend:	70
Avoid:	0
Magic Attack:	10



Complete Final Fantasy III Forbidden Game Secrets

Magic Defense:	140
Magic Avoid:	0
Weaknesses:	Water
Item to Steal:	Elixir
Dropped Item:	Potion

Rhodox

Hit Points:	119
Magic Points:	100
Experience:	59
Speed:	30
Level:	7
Gold Pieces:	80
Attack:	11
Defend:	100
Avoid:	0
Magic Attack:	10
Magic Defense:	155
Magic Avoid:	0
Weaknesses:	None
Item to Steal:	Antidote
Dropped Item:	None

Rhyos

Hit Points:	7191
Magic Points:	354
Experience:	4928
Speed:	60



Monsters

Level:	36
Gold Pieces:	1889
Attack:	40
Defend:	150
Avoid:	0
Magic Attack:	15
Magic Defense:	160
Magic Avoid:	0
Weaknesses:	None
Item to Steal:	None
Dropped Item:	None

Rider

Hit Points:	1300
Magic Points:	170
Experience:	400
Speed:	45
Level:	14
Gold Pieces:	1290
Attack:	48
Defend:	120
Avoid:	0
Magic Attack:	10
Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Poison and Fire
Item to Steal:	Mythrial Plate
Dropped Item:	Elixir



Samurai

Hit Points:	3000
Magic Points:	500
Experience:	1545
Speed:	20
Level:	40
Gold Pieces:	791
Attack:	13
Defend:	10
Avoid:	0
Magic Attack:	10
Magic Defense:	20
Magic Avoid:	0
Weaknesses:	Poison
Item to Steal:	None
Dropped Item:	None

Sand Horse

Hit Points:	1025
Magic Points:	100
Experience:	47
Speed:	30
Level:	27
Gold Pieces:	726
Attack:	15
Defend:	135
Avoid:	0
Magic Attack:	9

Monsters

Magic Defense:	155
Magic Avoid:	0
Weaknesses:	Water and Ice
Item to Steal:	Elixir
Dropped Item:	Perfume

Scorpion

Hit Points:	290
Magic Points:	19
Experience:	199
Speed:	20
Level:	26
Gold Pieces:	336
Attack:	10
Defend:	5
Avoid:	0
Magic Attack:	9
Magic Defense:	215
Magic Avoid:	0
Weaknesses:	None
Item to Steal:	Potion
Dropped Item:	None

Scrapper

Hit Points:	1759
Magic Points:	68
Experience:	797
Speed:	37



Complete Final Fantasy III Forbidden Game Secrets

Level:	34
Gold Pieces:	2000
Attack:	10
Defend:	125
Avoid:	120
Magic Attack:	10
Magic Defense:	145
Magic Avoid:	0
Weaknesses:	None
Item to Steal:	None
Dropped Item:	None

Scullion

Hit Points:	27000
Magic Points:	9000
Experience:	9000
Speed:	40
Level:	57
Gold Pieces:	0
Attack:	13
Defend:	175
Avoid:	0
Magic Attack:	15
Magic Defense:	145
Magic Avoid:	0
Weaknesses:	Water and Thunder
Item to Steal:	Air Anchor
Dropped Item:	None

Monsters

**Sea Flower**

Hit Points:	4200
Magic Points:	200
Experience:	1315
Speed:	30
Level:	47
Gold Pieces:	670
Attack:	13
Defend:	135
Avoid:	0
Magic Attack:	10
Magic Defense:	100
Magic Avoid:	0
Weaknesses:	Thunder and Ice
Item to Steal:	None
Dropped Item:	None

Sky Armor

Hit Points:	900
Magic Points:	170
Experience:	350
Speed:	30
Level:	24
Gold Pieces:	400
Attack:	16
Defend:	150
Avoid:	0
Magic Attack:	7



Complete Final Fantasy III Forbidden Game Secrets

Magic Defense:	120
Magic Avoid:	0
Weaknesses:	Wind and Thunder
Item to Steal:	Ether
Dropped Item:	None

Sky Base

Hit Points:	6000
Magic Points:	550
Experience:	2300
Speed:	35
Level:	52
Gold Pieces:	670
Attack:	10
Defend:	140
Avoid:	0
Magic Attack:	5
Magic Defense:	140
Magic Avoid:	0
Weaknesses:	Water and Thunder
Item to Steal:	Sun Beam
Dropped Item:	None

Sky Cap

Hit Points:	3262
Magic Points:	200
Experience:	1253
Speed:	35



Monsters

Level:	40
Gold Pieces:	441
Attack:	13
Defend:	105
Avoid:	0
Magic Attack:	8
Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Water, Wind, and Thunder
Item to Steal:	None
Dropped Item:	None

Slam Dancer

Hit Points:	392
Magic Points:	120
Experience:	550
Speed:	35
Level:	15
Gold Pieces:	296
Attack:	13
Defend:	115
Avoid:	0
Magic Attack:	10
Magic Defense:	145
Magic Avoid:	0
Weaknesses:	Poison
Item to Steal:	Elixir
Dropped Item:	None



Complete Final Fantasy III Forbidden Game Secrets

Slurm

Hit Points:	505
Magic Points:	20
Experience:	232
Speed:	30
Level:	23
Gold Pieces:	270
Attack:	12
Defend:	50
Avoid:	0
Magic Attack:	10
Magic Defense:	50
Magic Avoid:	0
Weaknesses:	Fire
Item to Steal:	Elixir
Dropped Item:	None

Soldier

Hit Points:	100
Magic Points:	15
Experience:	0
Speed:	30
Level:	11
Gold Pieces:	48
Attack:	12
Defend:	80
Avoid:	0
Magic Attack:	10

Monsters

Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Poison
Item to Steal:	Elixir
Dropped Item:	Potion

Soul Dancer

Hit Points:	2539
Magic Points:	100
Experience:	1531
Speed:	30
Level:	22
Gold Pieces:	769
Attack:	1
Defend:	60
Avoid:	0
Magic Attack:	30
Magic Defense:	170
Magic Avoid:	0
Weaknesses:	Poison
Item to Steal:	None
Dropped Item:	None

Special Forces

Hit Points:	700
Magic Points:	20
Experience:	200
Speed:	40



Complete Final Fantasy III Forbidden Game Secrets

Level:	21
Gold Pieces:	0
Attack:	13
Defend:	100
Avoid:	0
Magic Attack:	10
Magic Defense:	140
Magic Avoid:	0
Weaknesses:	Sacred, Thunder, and Fire
Item to Steal:	None
Dropped Item:	None

Spit Fire

Hit Points:	1400
Magic Points:	180
Experience:	550
Speed:	35
Level:	25
Gold Pieces:	300
Attack:	17
Defend:	155
Avoid:	0
Magic Attack:	4
Magic Defense:	130
Magic Avoid:	0
Weaknesses:	Wind and Thunder
Item to Steal:	Ether
Dropped Item:	None

Monsters



Still Going

Hit Points:	200
Magic Points:	84
Experience:	54
Speed:	30
Level:	12
Gold Pieces:	135
Attack:	10
Defend:	100
Avoid:	0
Magic Attack:	10
Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Sacred Fire
Item to Steal:	None
Dropped Item:	Elixir

Still Life

Hit Points:	4889
Magic Points:	390
Experience:	2331
Speed:	45
Level:	37
Gold Pieces:	1574
Attack:	13
Defend:	150
Avoid:	0
Magic Attack:	10



Complete Final Fantasy III Forbidden Game Secrets

Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Fire
Item to Steal:	None
Dropped Item:	None

Stray Cat

Hit Points:	156
Magic Points:	30
Experience:	42
Speed:	30
Level:	10
Gold Pieces:	90
Attack:	9
Defend:	10
Avoid:	0
Magic Attack:	10
Magic Defense:	135
Magic Avoid:	0
Weaknesses:	None
Item to Steal:	Elixir
Dropped Item:	Potion

Suriander

Hit Points:	2912
Magic Points:	228
Experience:	1150
Speed:	30

Monsters

Level:	40
Gold Pieces:	435
Attack:	13
Defend:	105
Avoid:	0
Magic Attack:	10
Magic Defense:	155
Magic Avoid:	0
Weaknesses:	None
Item to Steal:	None
Dropped Item:	None

Tap Dancer

Hit Points:	4452
Magic Points:	270
Experience:	1727
Speed:	39
Level:	43
Gold Pieces:	526
Attack:	13
Defend:	105
Avoid:	0
Magic Attack:	11
Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Poison
Item to Steal:	Dagger
Dropped Item:	None



Telstar

Hit Points:	1800
Magic Points:	250
Experience:	0
Speed:	35
Level:	14
Gold Pieces:	0
Attack:	20
Defend:	120
Avoid:	0
Magic Attack:	13
Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Water and Thunder
Item to Steal:	None
Dropped Item:	None

Templar

Hit Points:	456
Magic Points:	20
Experience:	0
Speed:	35
Level:	12
Gold Pieces:	50
Attack:	18
Defend:	5
Avoid:	0
Magic Attack:	10

Monsters

Magic Defense:	110
Magic Avoid:	0
Weaknesses:	None
Item to Steal:	None
Dropped Item:	Black Belt

Test Rider

Hit Points:	3100
Magic Points:	220
Experience:	1947
Speed:	40
Level:	32
Gold Pieces:	520
Attack:	27
Defend:	135
Avoid:	0
Magic Attack:	10
Magic Defense:	155
Magic Avoid:	0
Weaknesses:	Poison
Item to Steal:	Elixir
Dropped Item:	Heavy Lance

Toe Cutter

Hit Points:	2500
Magic Points:	187
Experience:	1753
Speed:	40



Complete Final Fantasy III Forbidden Game Secrets

Level:	36
Gold Pieces:	726
Attack:	21
Defend:	125
Avoid:	20
Magic Attack:	12
Magic Defense:	140
Magic Avoid:	0
Weaknesses:	Wind and Fire
Item to Steal:	Poison Rod
Dropped Item:	None

Tomb Thumb

Hit Points:	2000
Magic Points:	100
Experience:	500
Speed:	32
Level:	33
Gold Pieces:	150
Attack:	10
Defend:	150
Avoid:	0
Magic Attack:	10
Magic Defense:	120
Magic Avoid:	0
Weaknesses:	Water and Thunder
Item to Steal:	None
Dropped Item:	Green Cherry



Trapper

Hit Points:	555
Magic Points:	80
Experience:	235
Speed:	35
Level:	19
Gold Pieces:	200
Attack:	13
Defend:	180
Avoid:	0
Magic Attack:	10
Magic Defense:	135
Magic Avoid:	0
Weaknesses:	Water and Thunder
Item to Steal:	Autocrossbow
Dropped Item:	None

Trilium

Hit Points:	147
Magic Points:	100
Experience:	97
Speed:	30
Level:	9
Gold Pieces:	134
Attack:	13
Defend:	102
Avoid:	0
Magic Attack:	10



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Magic Defense:	170
Magic Avoid:	0
Weaknesses:	Fire
Item to Steal:	Potion
Dropped Item:	None

Trilobiter

Hit Points:	150
Magic Points:	20
Experience:	105
Speed:	30
Level:	12
Gold Pieces:	135
Attack:	11
Defend:	90
Avoid:	0
Magic Attack:	10
Magic Defense:	150
Magic Avoid:	0
Weaknesses:	None
Item to Steal:	Antidote
Dropped Item:	None

Trixter

Hit Points:	3815
Magic Points:	9900
Experience:	1698
Speed:	30



Monsters

Level:	49
Gold Pieces:	826
Attack:	13
Defend:	120
Avoid:	0
Magic Attack:	7
Magic Defense:	165
Magic Avoid:	0
Weaknesses:	Sacred
Item to Steal:	None
Dropped Item:	None

Trooper

Hit Points:	255
Magic Points:	60
Experience:	90
Speed:	25
Level:	13
Gold Pieces:	96
Attack:	15
Defend:	100
Avoid:	0
Magic Attack:	10
Magic Defense:	125
Magic Avoid:	0
Weaknesses:	Poison
Item to Steal:	Potion
Dropped Item:	None



Tusker

Hit Points:	270
Magic Points:	100
Experience:	163
Speed:	30
Level:	10
Gold Pieces:	102
Attack:	28
Defend:	100
Avoid:	0
Magic Attack:	10
Magic Defense:	135
Magic Avoid:	0
Weaknesses:	Fire
Item to Steal:	Potion
Dropped Item:	Gold Needle

Uroburos

Hit Points:	50
Magic Points:	760
Experience:	1780
Speed:	40
Level:	48
Gold Pieces:	390
Attack:	13
Defend:	252
Avoid:	0
Magic Attack:	10

Monsters

Magic Defense:	252
Magic Avoid:	0
Weaknesses:	Ice
Item to Steal:	None
Dropped Item:	None

Ursus

Hit Points:	2409
Magic Points:	74
Experience:	382
Speed:	34
Level:	34
Gold Pieces:	2000
Attack:	15
Defend:	165
Avoid:	110
Magic Attack:	10
Magic Defense:	140
Magic Avoid:	0
Weaknesses:	Fire
Item to Steal:	None
Dropped Item:	None

Vaporite

Hit Points:	15
Magic Points:	0
Experience:	23



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Speed:	30
Level:	5
Gold Pieces:	29
Attack:	13
Defend:	95
Avoid:	0
Magic Attack:	10
Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Sacred and Fire
Item to Steal:	Potion
Dropped Item:	Potion

Vectaur

Hit Points:	2800
Magic Points:	180
Experience:	1400
Speed:	30
Level:	59
Gold Pieces:	350
Attack:	13
Defend:	110
Avoid:	0
Magic Attack:	7
Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Water and Ice

Monsters

Item to Steal:	Magic Wind Shuriken
Dropped Item:	None

Vector Pup

Hit Points:	166
Magic Points:	10
Experience:	128
Speed:	25
Level:	11
Gold Pieces:	83
Attack:	14
Defend:	80
Avoid:	0
Magic Attack:	10
Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Fire
Item to Steal:	Potion
Dropped Item:	None

Vetagoye

Hit Points:	7500
Magic Points:	800
Experience:	2900
Speed:	37
Level:	57



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Gold Pieces:	900
Attack:	22
Defend:	110
Avoid:	30
Magic Attack:	9
Magic Defense:	150
Magic Avoid:	30
Weaknesses:	None
Item to Steal:	Sword Breaker
Dropped Item:	None

Veteran

Hit Points:	10000
Magic Points:	300
Experience:	2820
Speed:	30
Level:	51
Gold Pieces:	0
Attack:	11
Defend:	110
Avoid:	0
Magic Attack:	17
Magic Defense:	145
Magic Avoid:	0
Weaknesses:	None
Item to Steal:	Earring
Dropped Item:	None



Vinder

Hit Points:	895
Magic Points:	87
Experience:	653
Speed:	30
Level:	36
Gold Pieces:	497
Attack:	14
Defend:	100
Avoid:	90
Magic Attack:	10
Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Fire
Item to Steal:	None
Dropped Item:	None

Vomammoth

Hit Points:	115
Magic Points:	30
Experience:	50
Speed:	25
Level:	1
Gold Pieces:	90
Attack:	110
Defend:	75
Avoid:	0



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Magic Attack:	0
Magic Defense:	160
Magic Avoid:	0
Weaknesses:	Fire
Item to Steal:	Elixir
Dropped Item:	Elixir

Vulture

Hit Points:	412
Magic Points:	60
Experience:	60
Speed:	30
Level:	15
Gold Pieces:	45
Attack:	13
Defend:	100
Avoid:	0
Magic Attack:	10
Magic Defense:	155
Magic Avoid:	0
Weaknesses:	Wind
Item to Steal:	Elixir
Dropped Item:	Fenix Down

Weed Feeder

Hit Points:	977
Magic Points:	80



Monsters

Experience:	292
Speed:	35
Level:	23
Gold Pieces:	410
Attack:	22
Defend:	225
Avoid:	0
Magic Attack:	10
Magic Defense:	45
Magic Avoid:	0
Weaknesses:	Fire and Wind
Item to Steal:	Smokescreen
Dropped Item:	None

Were-Rat

Hit Points:	24
Magic Points:	0
Experience:	21
Speed:	30
Level:	4
Gold Pieces:	22
Attack:	13
Defend:	100
Avoid:	0
Magic Attack:	10
Magic Defense:	150
Magic Avoid:	0



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Weaknesses:	Fire
Item to Steal:	Potion
Dropped Item:	Potion

Whisper

Hit Points:	230
Magic Points:	90
Experience:	42
Speed:	30
Level:	12
Gold Pieces:	125
Attack:	12
Defend:	95
Avoid:	0
Magic Attack:	10
Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Sacred Fire
Item to Steal:	Elixir
Dropped Item:	Gold Needle

Wild Cat

Hit Points:	1115
Magic Points:	78
Experience:	701
Speed:	30
Level:	36



Monsters

Gold Pieces:	416
Attack:	17
Defend:	100
Avoid:	10
Magic Attack:	10
Magic Defense:	140
Magic Avoid:	0
Weaknesses:	Water and Fire
Item to Steal:	None
Dropped Item:	None

Wirey Dragon

Hit Points:	2802
Magic Points:	200
Experience:	895
Speed:	31
Level:	26
Gold Pieces:	1300
Attack:	35
Defend:	150
Avoid:	0
Magic Attack:	10
Magic Defense:	115
Magic Avoid:	0
Weaknesses:	None
Item to Steal:	None
Dropped Item:	None



Wizard

Hit Points:	1677
Magic Points:	200
Experience:	587
Speed:	33
Level:	32
Gold Pieces:	388
Attack:	13
Defend:	50
Avoid:	0
Magic Attack:	10
Magic Defense:	160
Magic Avoid:	0
Weaknesses:	Poison and Thunder
Item to Steal:	Ice Rod
Dropped Item:	Fire Rod

Woolly

Hit Points:	3609
Magic Points:	300
Experience:	1385
Speed:	826
Level:	43
Gold Pieces:	826
Attack:	17
Defend:	105



Monsters

Avoid:	20
Magic Attack:	11
Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Fire
Item to Steal:	Kunai
Dropped Item:	None

Wyvern

Hit Points:	892
Magic Points:	95
Experience:	484
Speed:	30
Level:	18
Gold Pieces:	434
Attack:	15
Defend:	140
Avoid:	0
Magic Attack:	10
Magic Defense:	155
Magic Avoid:	0
Weaknesses:	Ice
Item to Steal:	Potion
Dropped Item:	None



Zombone

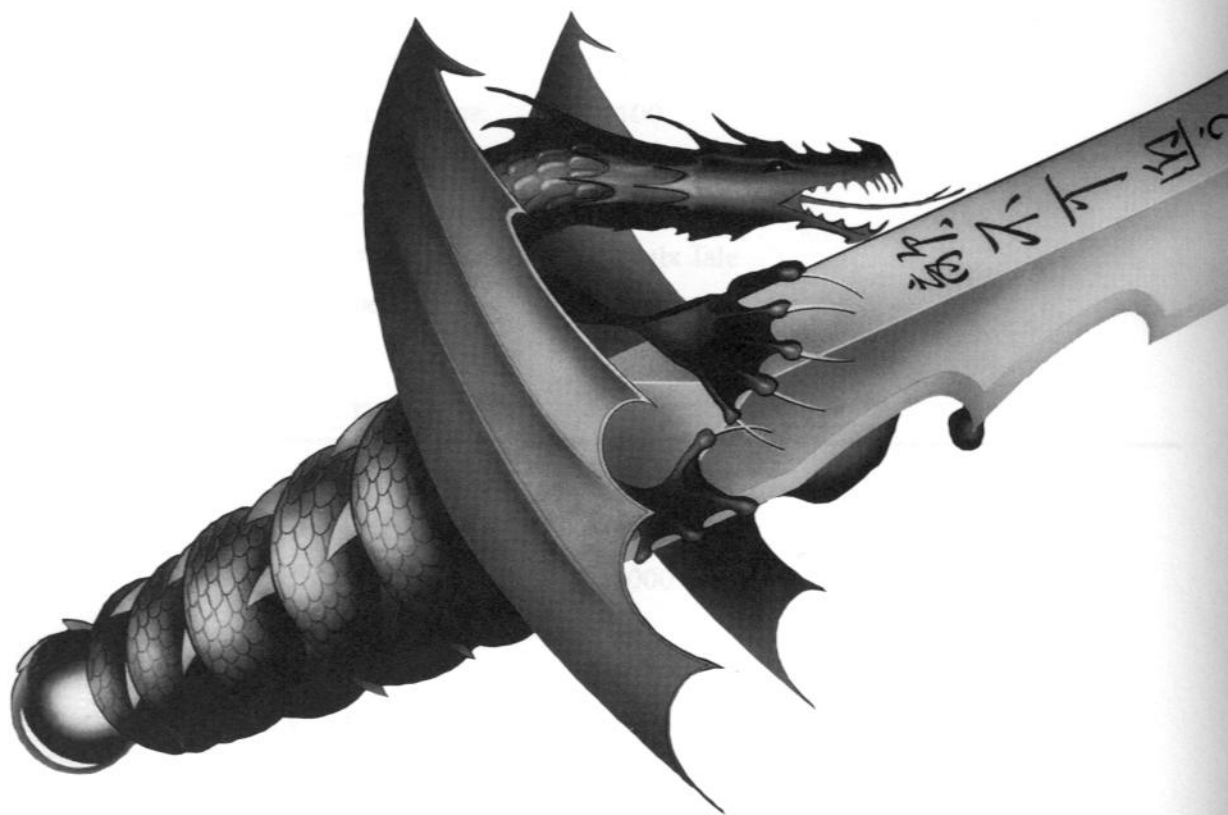
Hit Points:	1991
Magic Points:	160
Experience:	1072
Speed:	40
Level:	21
Gold Pieces:	309
Attack:	29
Defend:	150
Avoid:	0
Magic Attack:	10
Magic Defense:	100
Magic Avoid:	0
Weaknesses:	Sacred and Fire
Item to Steal:	Fenix Tale
Dropped Item:	None

Zone Eater

Hit Points:	7700
Magic Points:	57000
Experience:	2000
Speed:	60
Level:	61
Gold Pieces:	2000
Attack:	23
Defend:	120

Monsters

Avoid:	0
Magic Attack:	10
Magic Defense:	150
Magic Avoid:	0
Weaknesses:	Sacred
Item to Steal:	Warp Stone
Dropped Item:	None





The Bosses

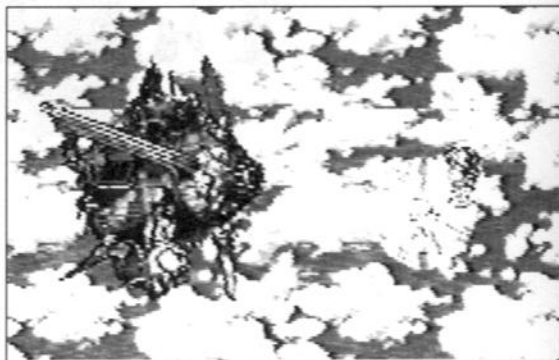
Here they are, gang—the heavy hitters of *Final Fantasy III*! The template for Bosses differs slightly from the Monster listings. For one thing, they may or may not possess gold, but the amounts are not fixed. They also have no rating for fighting and there is no way to fight them, so all ratings are eliminated. The same is true of avoidance since the rating is the same—zero—for all Bosses, we've left it out. You have a problem with that? Take it up with these folks—they're the Bosses.

Note: For your convenience, the Bosses are listed in alphabetical order, not necessarily in the order in which you will encounter them.



Air Force (Laser Gun)

Hit Points:	3,300
Magic Points:	335
Speed:	30
Level:	24
Attack:	12
Defend:	130
Magic Attack:	9
Magic Defense:	140
Weaknesses:	Water, Thunder
Items to Steal:	Ether Super (a.k.a. X-Potion)
Dropped:	None



You can call on the elemental power of Lightning to knock this boss out of the sky.

Air Force (Main Body)

Hit Points:	6,000
Magic Points:	740
Speed:	35
Level:	25
Attack:	20
Defend:	135
Magic Attack:	12
Magic Defense:	120
Weaknesses:	Water, Thunder
Items to Steal:	Ether Super
Dropped:	None



The Bosses

Comments: If the fight against this Boss goes on too long, he can absorb life energy from party members. When the number reaches zero, the Grim Reaper appears and totes the body's spirit off to the nether-world. Work fast, using high-end Bolt and Water-based attacks. The best strategy is to continue to recover while using the Jump attack and to take on all three enemies. Edgar's Drill also makes a good weapon.

Air Force (Missile Bay)

Hit Points:	3,300
Magic Points:	335
Speed:	30
Level:	24
Attack:	12
Defend:	135
Magic Attack:	8
Magic Defense:	150
Weaknesses:	Water, Thunder
Items to Steal:	Potion
Dropped:	None



Air Force (Speck)

Hit Points:	420
Magic Points:	285
Speed:	15
Level:	25
Attack:	12
Defend:	230
Magic Attack:	10
Magic Defense:	160
Weaknesses:	Water and Thunder
Items to Steal:	Amulet
Dropped:	None
Comment:	This is a tiny machine part, floating just above Air Force, that absorbs magic attacks and can actually be more dangerous than the primary Boss himself. Eliminate this bugger first! Then send multiple attacks against the remaining body segments.

Atma

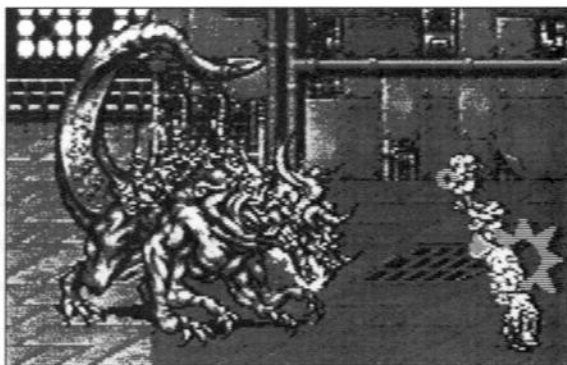
Hit Points:	55,000
Magic Points:	19,000
Speed:	63
Level:	67
Attack:	20
Defend:	75
Magic Attack:	10
Magic Defense:	70
Weaknesses:	None

The Bosses

Items to Steal:	Sword
Dropped:	None
Comments:	Attacks with Fire and Cold Air. Equip characters with protection. This Boss uses Quake, so be prepared to use Float to levitate the party. Protect your party's magic with Zone Seeker. Defend against physical attack with the Esper Golem and use weapons or magic without alignment (that is, magic cast by weapons, rather than by characters). Or take the high road and blast away with any high-end weapons accumulated so far. Be liberal with the Cure spells.

Atma (Weapon)

Hit Points:	24,000
Magic Points:	5,000
Speed:	67
Level:	37
Attack:	45
Defend:	142
Magic Attack:	5
Magic Defense:	97
Weaknesses:	None
Items to Steal:	Elixir
Dropped:	Elixir
Comments:	Atma Weapon is another major headache. He has lots of technique and no real weak points. Make sure you use cure spells and recovery powers frequently during battle, and use the high-end Thunder attacks. Atma uses extremely powerful fire-based magic and invokes Quake when he loses enough hit points, so be ready to levitate just before you enter his domain.



Levitate your party to avoid Atma's powerful Quake attack.

Blue Dragon

Hit Points: 26,900

Magic Points: 3,800

Speed: 75

Level: 65

Attack: 13

Defend: 110

Magic Attack: 10

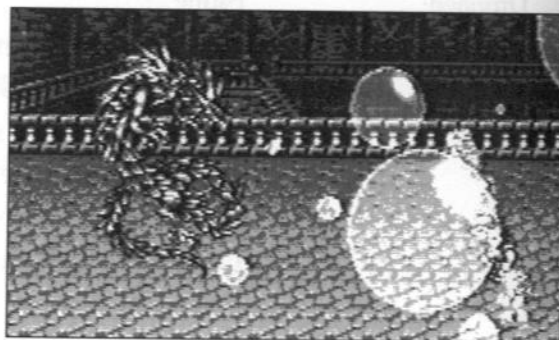
Magic Defense: 150

Weaknesses: Thunder

Items to Steal: None

Dropped: Sword

Comments: This Boss uses Water-based attacks, including Tidal Wave, to attack the entire party simultaneously. Use high-end Bolt attacks. The Blue Dragon is very slow-moving. Set up the party to defend against Water. Best bet: Thunder-type armor and weapons. Actually, he's not that difficult to defeat. Dispatch him with powerful Bolt attacks, but remember that he has some heavy-duty magic, so keep up your party's health.



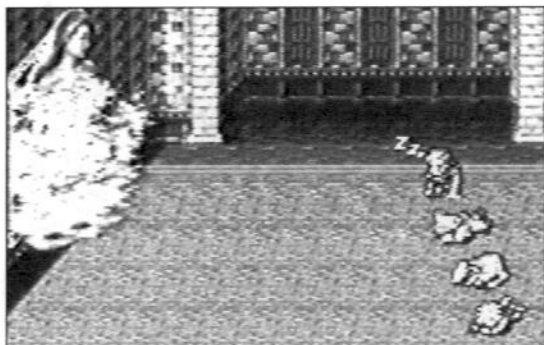
You must heal your party frequently or be drowned by the continuous water attacks of the Blue Dragon.

The Bosses

Chadarnook

Hit Points:	3,000
Magic Points:	7,600
Speed:	61
Level:	41
Attack:	18
Defend:	135
Magic Attack:	10
Magic Defense:	130
Weaknesses:	Fire
Items to Steal:	None
Dropped:	None
Comments:	

Chadarnook possesses a Death Kiss and other lethal offensive maneuvers. A magical defense is required. If party members are put to sleep, the first to awaken must rouse them immediately and heal any weakened characters. Use item cures, rather than magic, which may be reflected off of you and rejuvenate your enemy.



You must counter all sleep-inducing spells immediately when fighting this boss or you will fall prey to her Kiss of Death.



Chupon

Hit Points:	1,000
Magic Points:	40,000
Speed:	10
Level:	26
Attack:	13
Defend: :	100
Magic Attack:	10
Magic Defense:	55
Weaknesses:	Water, Ice
Items to Steal:	Dagger
Dropped:	None
Comments:	



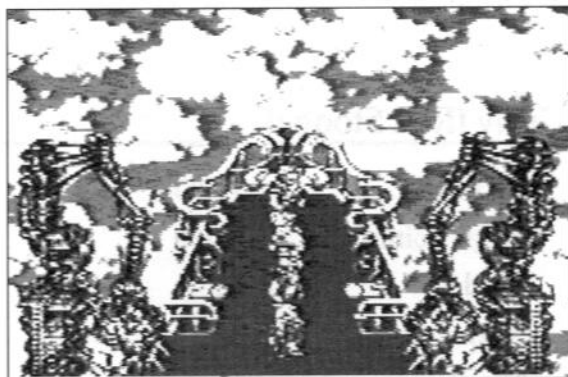
When Chupon starts to sniffle, it's time for you to leave. His sneeze will just blow you away.

Chupon first appears in tandem with Ultros, but Chupon cannot be defeated (don't let that stop you from fighting him, of course), because eventually his powerful sneezing power will blow the party off the deck of the airship Blackjack.

The Bosses

Crane (Right)

Hit Points:	2,300
Magic Points:	447
Speed:	30
Level:	24
Attack:	14
Defend:	125
Magic Attack:	4
Magic Defense:	120
Weaknesses:	Water, Thunder
Items to Steal:	Potion
Dropped:	None
Comments:	A very strong double Boss. Remember to attack one Crane at a time.



Take a chance on Setzer when battling the Crane Bosses.

It has a Magnitude 8 attack. Use Setzer's Slot technique to inflict damage and match up those three windows.

Crane (Left)

Hit Points:	1,800
Magic Points:	447
Speed:	35
Level:	23
Attack:	14
Defend:	125
Magic Attack:	4
Magic Defense:	145
Weaknesses:	Water
Items to Steal:	Voice Blaster



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Dropped: None
Comments: The second, and weaker, half of the Crane Boss. Defeat him last.

Curly (Red Stooge)

Hit Points: 15,000
Magic Points: 2,000
Speed: 35
Level: 47
Attack: 1
Defend: 100
Magic Attack: 4
Magic Defense: 110
Weaknesses: Water, Ice
Items to Steal: None
Dropped: None
Comments: Curly uses lethal rays, so defeat him before bothering with his more buffoonish buddies, or face the wrath of this addled but dangerous trio. Exploit his weaknesses and he can be defeated easily. Battles against Curly can take quite a while; be sure to get in the first shots. He can also produce a Delta attack, in which he splits into three bodies: Moe, Larry, and Curly. It will soon become evident which Stooge is which, and their appearance is so jarring that it must be comic relief.

The Bosses

Dadama

Hit Points:	1,800
Magic Points:	447
Speed:	30
Level:	23
Attack:	12
Defend:	85
Magic Attack:	4
Magic Defense:	143
Weaknesses:	Water
Items to Steal:	Jewel Ring
Dropped:	Twisted Towel
Comments:	The Boss of the City of Zozo is named Dadama. Don't fight him for long; deal with him as quickly as possible. He primarily uses the Bolt attack. Best strategy is to use Celes' Runic skills along with Sabin's Blitz abilities. If all else fails, ice the sucker!

Dirt Dragon

Hit Points:	28,500
Magic Points:	16,500
Speed:	55
Level:	53
Attack:	23
Defend:	110
Magic Attack:	12
Magic Defense:	150
Weaknesses:	Water, Wind



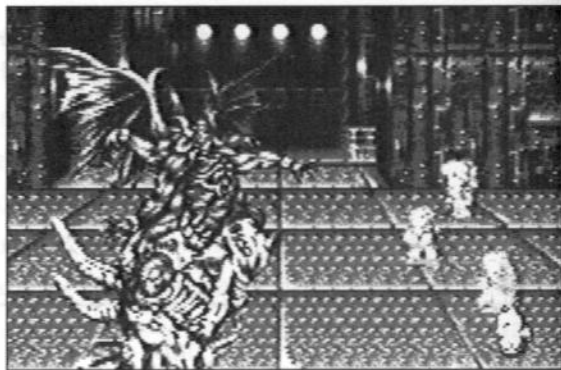
Use Golem to send the Dirt Dragon packing.

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Items to Steal:	X-potion
Dropped:	Magical Rod
Comment:	Watch for the Quake and Landslide attack. Party members must already be floating when this is invoked or you won't be able to get them off the ground in time. Use Angel's Feather. A Gravity Rod should slow down the attack. You can shield the party from the Sharp Teeth attack—and almost everything else it throws at you—by invoking the power of the Esper Golem. High-end Water-based spells and Wind-style weapons should put this guy 60 feet under. As always, use healing power frequently to maintain sufficient hit points.

Doom

Hit Points:	58,000
Magic Points:	18,900
Speed:	53
Level:	67
Attack:	15
Defend:	180
Magic Attack:	13
Magic Defense:	145
Weaknesses:	Poison
Items to Steal:	Red Jacket and Safety Bit
Dropped:	Sky Render
Comments:	Uses Absolute Zero, encasing your entire party and environs in a block of frosty ice. He throws a Northern Cross and can place



Look for Doom's Aura to begin shaking as a visual cue that he is changing weaknesses.

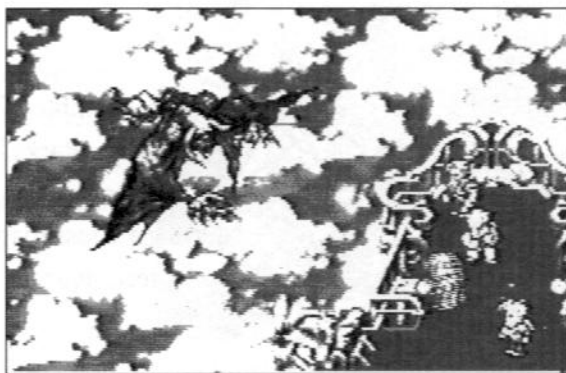
The Bosses

characters in a state of near-suspended animation with his icy power. When his Aura begins to shake, a force field is generated that alters his weaknesses. Hints will appear regarding the nature of his temporary invulnerability. Doom also throws a Demon Rage move that really rocks the Casbah. If a character is wounded by this tantrum, make sure at least one of the remaining characters has a Life 2 spell to revive him. Use high-end Fire spells, but it's going to be a long battle.

Note: This is not the final Boss.

Doom Gaze

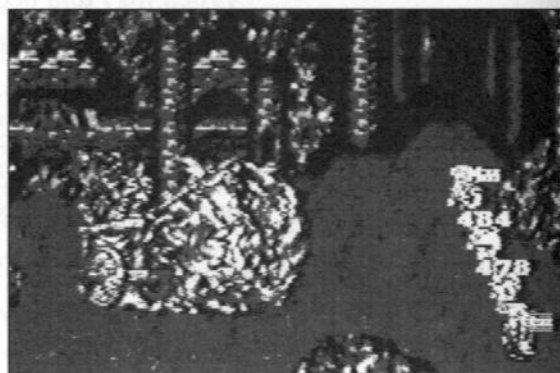
Hit Points:	55,555
Magic Points:	38,000
Speed:	95
Level:	68
Attack:	35
Defend:	150
Magic Attack:	8
Magic Defense:	170
Weaknesses:	Sacred, Fire
Items to Steal:	None
Dropped:	Esper
Comments:	Uses Level 5 Death and Air Attacks. Doom Gaze can take out an entire party, but after absorbing a certain amount of damage, he flees. However, you will eventually have to defeat him in order to obtain the Esper he holds.



You must exorcise Doom Gaze to get the Esper he holds.

Dullahan

Hit Points:	23,450
Magic Points:	1,721
Speed:	55
Level:	37
Attack:	Unknown
Defend:	Unknown
Magic Attack:	7
Magic Defense:	160
Weaknesses:	Fire
Items to Steal:	None
Dropped:	None
Comments:	Setzer the gambler should be dealt in on this attack, and Sabin should use the Blitz attacks he has learned so far (the most recently acquired attacks are always the best to try first). This Boss uses Blizzard and Northern Cross magic, so it is vulnerable to Fire attacks and Celes' special technique.



Being cold-based, this Boss will melt before your relentless fire attacks.

The Final Boss

After you have defeated Doom, you must face an unnamed creature that is actually a hybrid of the three Esper statues Kefka holds captive, which are the source of his magical powers. These take the form of a tripartite Boss that must be fought on three levels. First, however, a roster screen appears, showing all available characters. From these, you must create three sets of four characters each to battle Kefka's freakish Esperoid.

Assemble squads as follows: The first set should include your most powerful characters, in order to strike quickly and limit the amount of damage the creature can inflict. Relics you may want to equip this A-Team with include the Wall Ring and any strength and magic enhancers. Magic does damage, but the high-end weapons really hit the spot. Concentrate Fire on the hand area, using Edgar's tools (especially the Drill) and multiple magic, which enables a strike to be

The Bosses

divided among the head and hands. Once the hands have been immobilized, concentrate all Fire on this Boss's grotesque face until the Boss is finally defeated. If by chance one of your characters dies, the next character on the roster will take that character's place. Most magical attacks work, but be sure to check out your gear carefully before even attempting to face this mega-Boss. Remember: Terra can morph and inflict double damage. And don't ever forget Sabin's high-end Blitz attacks. Remember to cast a Float spell before fighting this Boss, since it may cast a massive Quake spell right up to the moment of its destruction.

Keep hit points as high as possible throughout the battle. After the face and hands of the first-level creature are destroyed, the party is moved to the next section of this mega-Boss, which resembles a cluster of pitiful body shapes and parts, their many heads hung as if in shame at their bondage. Make sure that when Terra attacks in her Morph state, she uses only weapons, not magic.

This second segment uses a Southern Cross spell, which can destroy any party members whose hit points aren't high enough. Weapons and tools do the most damage against this creature, so take it out quickly because it can get nasty. Concentrate on one or two of the body segments to keep the enemy from summoning a Delta attack. It can also turn your party to stone, so make sure you have a Soft spell. It does have reflective capabilities, so beware of using magic, which may be reflected back at you. Again, tools are very effective.

The final segment of the Esperoid consists of two body parts. One is a woman, who embodies a life-giving force, constantly healing the second part, an enslaved Esper beneath her. Concentrate on the woman's head, rather than on the Esper, or she will simply continue to revive him. Once the woman half is destroyed, use high-end weaponry to finish off the half that remains. Without his goddess, he's meat.

The Esperoid casts a Westwind spell, which is extremely lethal, and a Pearl Wind, which heals both of its halves. Finally, it will cast a Condemned spell.



You must beat this boss in three forms before you claim total domination.

When the tripartite creature is vanquished, you must once again face Kefka, but he's no longer the puny Boss you faced earlier in the game. Arriving costumed as the Angel of Death, he has been transformed by his mastery of Esper magic into an enormously powerful enemy. Nevertheless, by this point, the battle may seem a trifle anticlimactic, given the power of the enemies you've already whipped.

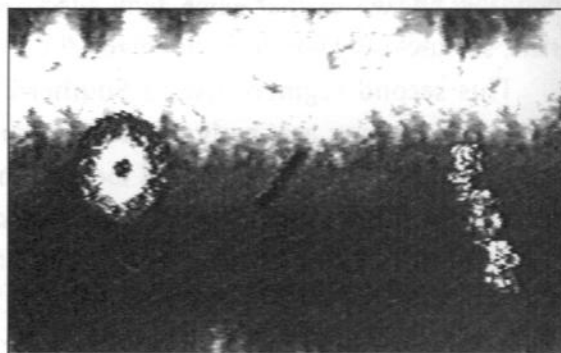
If you've learned your lessons well, and your characters are appropriately built up, you should have no great problem defeating Kefka and watching the game's finale, which includes an epilogue for all the characters who traveled with your party.

One final hint: Make sure you always have at least one character who is almost maxed out on hit points, or face the likelihood of failure.

Go, now, and face the adventure of a lifetime. The Bosses are the greatest obstacle you'll face on your journey. If you can master them, the remainder of the quest will be considerably easier to complete.

Flame Eater

Hit Points:	8,400
Magic Points:	480
Speed:	34
Level:	26
Attack:	13
Defend:	105
Magic Attack:	7
Magic Defense:	150
Weaknesses:	Ice
Items to Steal:	Flame Tan
Dropped:	None
Comments:	Use high-end Ice- or Water-based spell to eliminate the quartet of balloons that surround this Boss, then slam him using a Water-based attack to douse his flame.

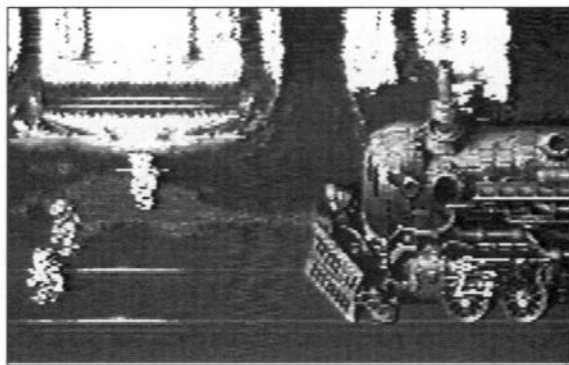


You should quench this boss' fire-based fury with Water or Ice spells.

The Bosses

Ghost Train

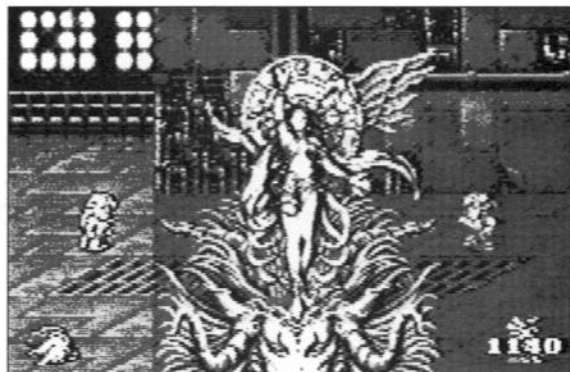
Hit Points:	1,900
Magic Points:	350
Speed:	30
Level:	14
Attack:	10
Defend:	30
Magic Attack:	5
Magic Defense:	210
Weaknesses:	Sacred, Thunder, Fire
Items to Steal:	None
Dropped:	Tent
Comments:	Sabin's Aura Cannon is very effective against this legendary phantom train, and Ice or Water-based attacks should destroy it. The Train possesses a variety of magical spells, including Acid Rain.



Beware of the coal-laden acid rain that spews from the Ghost Train.

Goddess

Hit Points:	44,000
Magic Points:	19,000
Speed:	50
Level:	68
Attack:	13
Defend:	85
Magic Attack:	14
Magic Defense:	150
Weaknesses:	None



Despite her beauty, Goddess can be real nasty when she wants to be.

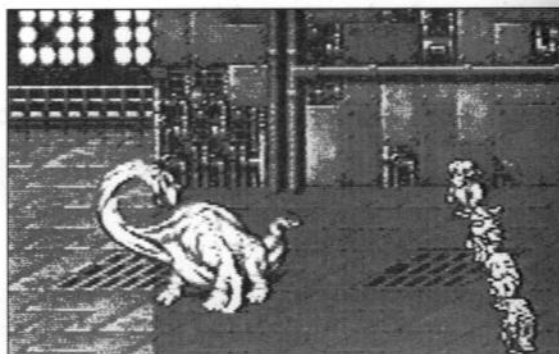


Complete Final Fantasy III Forbidden Game Secrets

Items to Steal:	Random
Dropped:	Excalibur
Comments:	Has several appropriate "feminine" attacks: Love Token, Overcast, Flash Rain, and Curse, which can sentence every member of the party to death and transform them into zombies. Once the counter hits zero, immediately remedy the situation. The Zombie doesn't die, remember, but stays around having trouble getting along with others. Magic attacks are useless against Goddess; just wail away with high-end weapons. Unaligned magic may also be helpful.

Golden Dragon

Hit Points:	32,400
Magic Points:	4,000
Speed:	75
Level:	62
Attack:	13
Defend:	110
Magic Attack:	10
Magic Defense:	150
Weaknesses:	Water
Items to Steal:	None
Dropped:	Crystal Orb
Comments:	Has Thunder attack and Million Bolts. Use Stragos' special Blue Magic technique. Choose Water/Lightning-style spells for a quick and easy kill.



You must defeat the Golden Dragon to obtain the Crystal Orb.

Guardian

Hit Points: 60,000

Magic Points: 5,200

Speed: 80

Level: 67

Attack: 13

Defend: 150

Magic Attack: 25

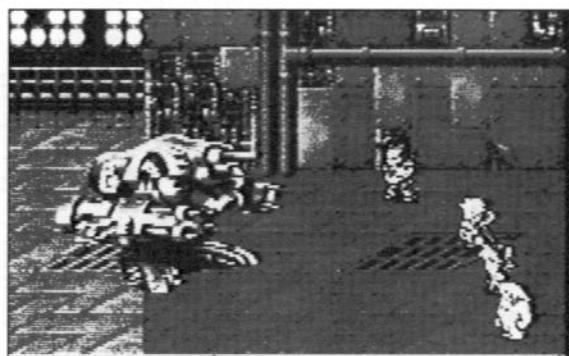
Magic Defense: 150

Weaknesses: Water, Thunder

Items to Steal: Armor

Dropped: None

Comments: Vulnerable to powerful Lightning and Ice attacks. Not that difficult, given the level.



Use Ice to freeze the lubricant of this mechanoid Guardian.

Hidoon (and Eleboss)

Hit Points: 25,000

Magic Points: 12,500

Speed: 55

Level: 43

Attack: 13

Defend: 110

Magic Attack: 10

Magic Defense: 160

Weaknesses: Earth, Holy items, Fire

Items to Steal: Warp Stone

Dropped: Warp Stone



Complete Final Fantasy III Forbidden Game Secrets

Comments:

Defeat the Eleboss first with weapons, not with magic (each has 3,500 hit points, but otherwise offers different characteristics). Scan the Eleboss for weaknesses, but remember that one of them always has a reflect spell active. After the Eleboss is killed, launch a major Bolt attack. Until then, stay on the defensive.

Ice Dragon

Hit Points: 24,400

Magic Points: 9,000

Speed: 60

Level: 74

Attack: 13

Defend: 110

Magic Attack: 10

Magic Defense: 150

Weaknesses: Fire

Items to Steal: None

Dropped: Force Shield

Comments:

Many Cold-based attacks, including the Northern Cross Avalanche and Absolute Zero attacks, which can encase the entire party in ice. Attack with high-end Fire-based spells or weapons, if the spells haven't been mastered yet—Fire Rods are especially effective (but remember, they break after a single use, so keep a good supply in reserve).

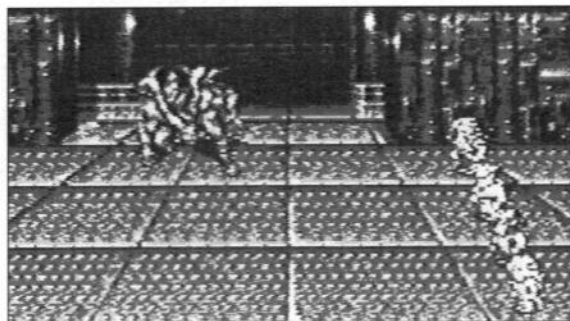


You should use Fire Rods to melt the cold surrounding the Ice Dragon's heart.

Ifrit

Hit Points:	3,300
Magic Points:	600
Speed:	35
Level:	21
Attack:	25
Defend:	215
Magic Attack:	7
Magic Defense:	115
Weaknesses:	Ice
Items to Steal:	None
Dropped:	None
Comments:	

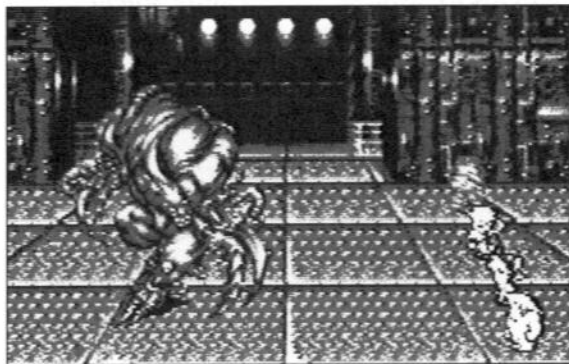
Ifrit and Shiva pose a formidable threat, both alone and in tandem. Celes' special technique is very effective. The two Bosses initially attack your party one at a time.



Celes can focus on the weak points of this boss.

Inferno

Hit Points:	30,800
Magic Points:	9,700
Speed:	45
Level:	67
Attack:	13
Defend:	130
Magic Attack:	10
Magic Defense:	145
Weaknesses:	Ice
Items to Steal:	Ice Shield



Inferno is actually comprised of multiple body parts. To defeat him, you will have to kill each individually.



Complete Final Fantasy III Forbidden Game Secrets

Dropped: None

Comments: The left hand is called Rough; the right mitt is dubbed Ketoo. The main body has a standard attack, and both arms have weapons. All three body parts can assemble to produce a Delta Attack. Remember: Even if both arms are destroyed, they will regenerate, so go for the main body. Focus on Ice attacks, as cold as you can get 'em.

Left Arm

Hit Points:	8,000
Magic Points:	770
Speed:	30
Level:	69
Attack:	13
Defend:	80
Magic Attack:	10
Magic Defense:	190
Weaknesses:	Ice
Items to Steal:	Flame Shield
Dropped:	None

Right Arm

Hit Points:	11,000
Magic Points:	2,600
Speed:	26
Level:	67
Attack:	13
Defend:	75
Magic Attack:	7
Magic Defense:	185
Weaknesses:	Fire
Items to Steal:	Flame Shield
Dropped:	None

Kefka

Hit Points:	3,000
Magic Points:	3,000
Speed:	45
Level:	18
Attack:	45
Defend:	55
Magic Attack:	9
Magic Defense:	160
Weaknesses:	None
Items to Steal:	Ether
Dropped:	Peaceful Ring
Comments:	This is an early incarnation of Kefka. He returns as an end Boss at the conclusion of the game with different—and much stronger—ratings.



Early in the game, you encounter this young, inexperienced Kefka. When you injure him enough to make him flee, you will obtain the Peaceful Ring.

Larry (Purple Stooge)

Hit Points:	12,500
Magic Points:	2,000
Speed:	25
Level:	47
Attack:	4
Defend:	80
Magic Attack:	6
Magic Defense:	130
Weaknesses:	None
Items to Steal:	None



Complete Final Fantasy III Forbidden Game Secrets

Dropped: None

Comment: For best results, use an assortment of high-end weapons. We suggest an occasional dose of Tentacle (Upper Right).

Leader

Hit Points: 456

Magic Points: 20

Speed: 35

Level: 12

Attack: 18

Defend: 5

Magic Attack: 10

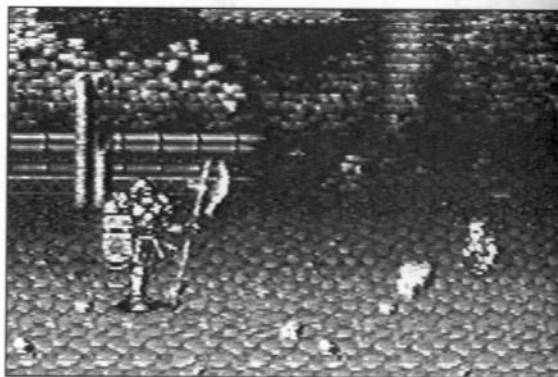
Magic Defense: 110

Weaknesses: None

Items to Steal: None

Dropped: Black Belt

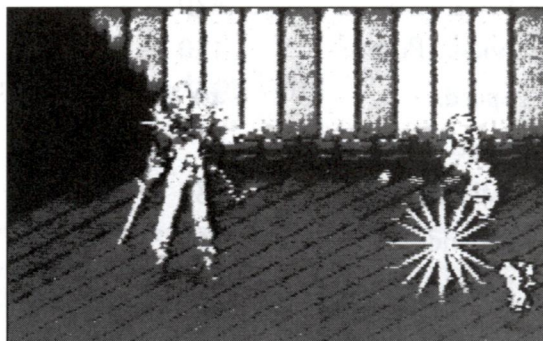
Comment: Cyan must fight Leader alone, but he should pose no real danger if Cyan uses his Sword technique. Chop chop!



Leader is no match for Cyan's prowess as a Samauri.

Magi Master

Hit Points:	50,000
Magic Points:	50,000
Speed:	90
Level:	68
Attack:	1
Defend:	250
Magic Attack:	25
Magic Defense:	100
Weaknesses:	Variable
Items to Steal:	None
Dropped:	Elixir
Comments:	

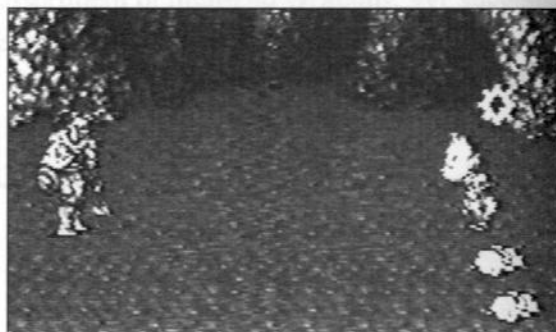


You must be prepared for the Magi Master, one of the more versatile bosses in the game.

The best idea is to scan him frequently to determine his shifting weak areas at any given time, so make sure all party members are equipped with the Wall Ring and other relics present in this section of the game to deflect his magic back at him. Remember, though: Don't take the scan at face value, since the instant he's scanned, he changes his weaknesses. Instead, assume that he's switched to a weakness exactly the opposite of the one you've found. For example, if when you scan him, his weakness is listed as Fire, assume he's shifted it to Water. Have a party member attack, then gauge the effect. If necessary, repeat. (It will be necessary.) Expect to spend up to an hour taking out this Boss. To prevent the entire party from being reduced to toast, use your potions to cure yourself, because if you cast magic while wearing the Wall Ring, it will be reflected onto the Boss and cure him. Also, with Wall Ring invoked, a double carom is possible: Throw a bolt at a party member equipped with a Wall Ring (all of them should be), and it will deflect off the character onto Magi Master. Finally, before expiring, he may invoke Ultima, so keep characters high on hit points in order to survive—or risk playing the entire area again (no save points on the Tower, gang!).

Marshall

Hit Points:	420
Magic Points:	150
Speed:	40
Level:	8
Attack:	13
Defend:	110
Magic Attack:	9
Magic Defense:	140
Weaknesses:	None
Items to Steal:	Mythrial Knife
Dropped:	Elixir
Comments:	Kill the two Silvario first, then attack the leader. If Kupop is in your party, he can easily vanquish this Boss with his Dark Requiem dance routine.



Mog can dance Marshall to death.

Moe (Blue Stoogle)

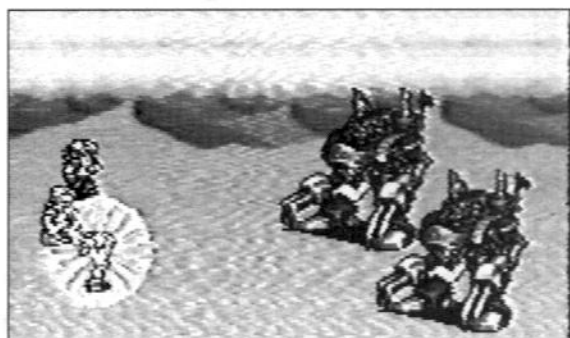
Hit Points:	10,000
Magic Points:	2,000
Speed:	30
Level:	47
Attack:	2
Defend:	90
Magic Attack:	5
Magic Defense:	120

The Bosses

Weaknesses:	Fire
Items to Steal:	None
Dropped:	None
Comments:	Stick to the high-end Fire attacks. Burn, baby, burn!

M-Tek Armor

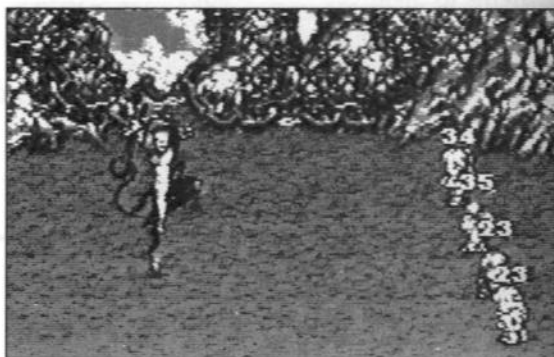
Hit Points:	210
Magic Points:	250
Speed:	25
Level:	8
Attack:	18
Defend:	30
Magic Attack:	3
Magic Defense:	130
Weaknesses:	Thunder
Items to Steal:	Potion
Dropped:	High Potion
Comments:	This is a twin Boss: Metal Kick and Magic Lazer. Kill them one at a time, but they can be defeated simultaneously (especially if the characters have begun to master the basics of magic). Edgar should use Tools, Lock should use Fight, and Terra should use Magic.



Use Edgar's knowledge of machinery to disassemble these bosses.

Nerapa

Hit Points:	2,800
Magic Points:	280
Speed:	48
Level:	26
Attack:	11
Defend:	105
Magic Attack:	10
Magic Defense:	150
Weaknesses:	Sacred, Thunder, Ice
Items to Steal:	None
Dropped:	None
Comments:	



Because of Nerapa's Condemned spell, you must beat the clock killing this demon, or be banished.

Not many hit points, but this is a tough little Boss nonetheless. After the battle is engaged, Nerapa employs the lethal Condemned spell, which will kill all characters as soon as the onscreen timer runs out. Forget about defense; just battle all-out—and never use magic against him. Remember, there is another element to consider when formulating strategy: The party has a limited amount of time to depart from the Enchanted Continent, and Shadow can be rescued as well. So move as quickly as possible, but if time is running out, just get out and forget Shadow. (Sorry about that, Shadow.)



Number 024

Hit Points: 4,777

Magic Points: 777

Speed: 40

Level: 24

Attack: 20

Defend: 170

Magic Attack: 3

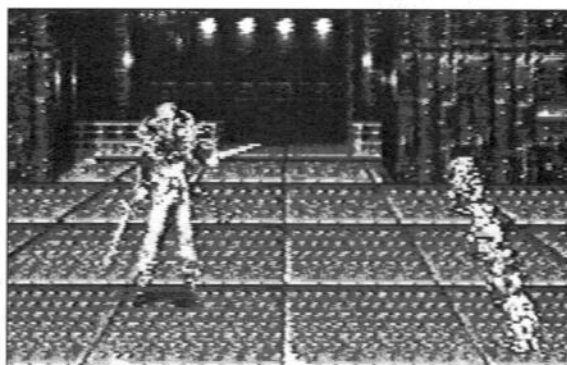
Magic Defense: 100

Weaknesses: Variable

Items to Steal: Loon Blade,
Flame Tan

Dropped: None

Comments: This Boss is unusual in that his weaknesses change from time to time in a totally randomized fashion that makes it impossible to formulate a fixed strategy against him. He won't inflict much damage, but he may confuse the party. Stay away from magic, sticking to high-end weapon attacks.



This unnamed boss is very resistant to magic.

Number 128 (Center)

Hit Points: 3,276

Magic Points: 810

Speed: 30

Level: 23

Attack: 13

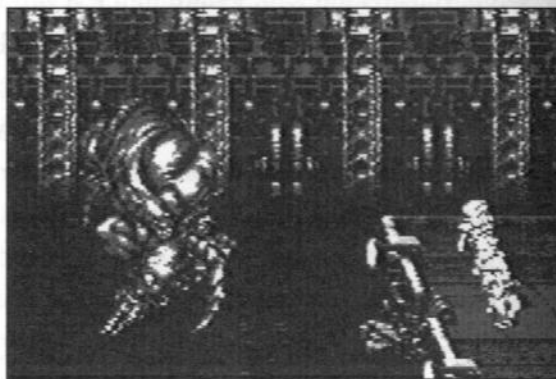


Complete Final Fantasy III Forbidden Game Secrets

Defend:	120
Magic Attack:	3
Magic Defense:	125
Weaknesses:	None
Items to Steal:	Wind-Cutting Blade
Dropped:	Tent
Comments:	This Boss's body is composed of three segments, and his left and right Blade attacks are different. The Blades will regenerate if destroyed. Attack his main body section to dispatch him. Following are the ratings for his left and right Blades.

Number 128 (Left Blade)

Hit Points:	700
Magic Points:	810
Speed:	30
Level:	23
Attack:	13
Defend:	120
Magic Attack:	3
Magic Defense:	125
Weaknesses:	None
Items to Steal:	Wind Sword
Dropped:	Tent



Focus your attacks on the main body of this monster to finish him quickly.

The Bosses



Number 128 (Right Blade)

Hit Points:	3,276
Magic Points:	810
Speed:	30
Level:	23
Attack:	13
Defend:	120
Magic Attack:	3
Magic Defense:	125
Weaknesses:	None
Items to Steal:	Wind Sword
Dropped:	Tent

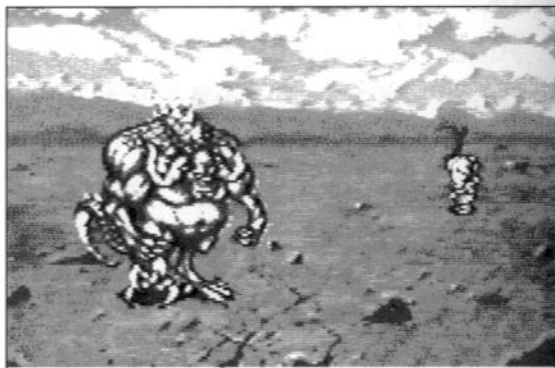
Phunbaba

Hit Points:	28,000
Magic Points:	10,000
Speed:	30
Level:	31
Attack:	15
Defend:	105
Magic Attack:	6
Magic Defense:	150
Weaknesses:	Poison, Bio Attack
Items to Steal:	None
Dropped:	None
Comments:	Regardless of your defensive posture, Phunbaba's Thousand Needles attack does a thousand points of damage. Sabin should attack using his ability to hold a claw weapon in each hand to generate double dam-

age. Celes should use her curative powers to restore the party to the point at which each party member has more than 1,000 hit points.

Phunbaba (Second Appearance)

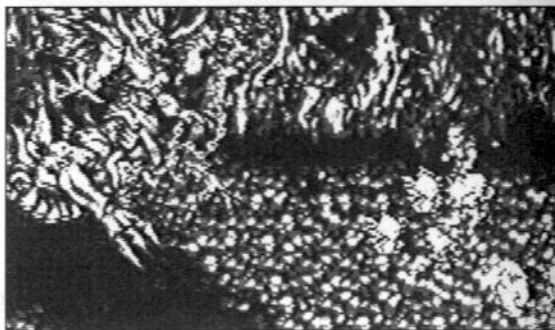
Hit Points:	26,000
Magic Points:	10,000
Speed:	35
Level:	31
Attack:	15
Defend:	100
Magic Attack:	6
Magic Defense:	130
Weaknesses:	Poison, Bio
Items to Steal:	None
Dropped:	None
Comments:	Employ the same basic attack strategy as with the Boss Chadarnook (see following description), but after taking a predetermined amount.



Terra's magical powers can cleanse Phunbaba's bad breath once and for all.

Poltergeist

Hit Points:	63,000
Magic Points:	4,800
Speed:	61
Level:	73
Attack:	60
Defend:	110
Magic Attack:	9
Magic Defense:	160



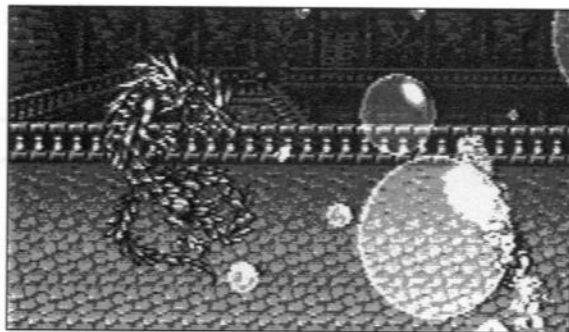
Unless you freeze him out with high-end cold spells, this boss will haunt you for a long time.

The Bosses

Weaknesses:	Poison
Items to Steal:	Safety Bit
Dropped:	Special Sword
Comments:	Uses Northern Cross, Absolute Zero, and other extremely strong Ice attacks. He's a typical angry young poltergeist. He also has a Wave Cannon, Shrapnel, a Fire Star (defend against it by floating, though you'll still take damage), and a force field with reflective capabilities, so use Ultima Esper. Try to poison this Boss, then slam him with high-end weapons. (Don't forget to heal frequently!)

Red Dragon

Hit Points:	30,000
Magic Points:	1,780
Speed:	75
Level:	67
Attack:	13
Defend:	110
Magic Attack:	10
Magic Defense:	150
Weaknesses:	Water, Ice
Items to Steal:	None
Dropped:	Magic weapon
Comments:	

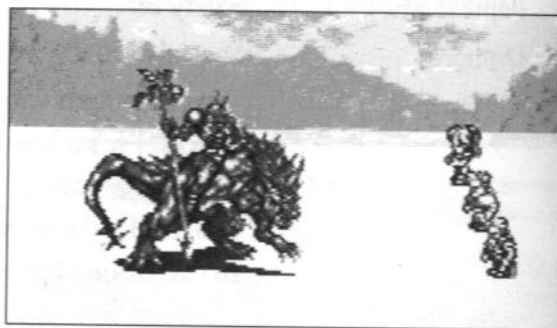


You should use a lot of defensive magic to protect your party from the devastating attacks of the Red Dragon.

Boasts a variety of Fire-based attacks and Level 4 Flare (which does devastating damage to any party member whose level status ends with the number 4, but otherwise is harmless). Use the Shell spell to encase party members in a cocoon of safety, then waste him with high-end Water-based attacks. Any magical-based Cold weapons are extremely effective against this Boss.

Rider

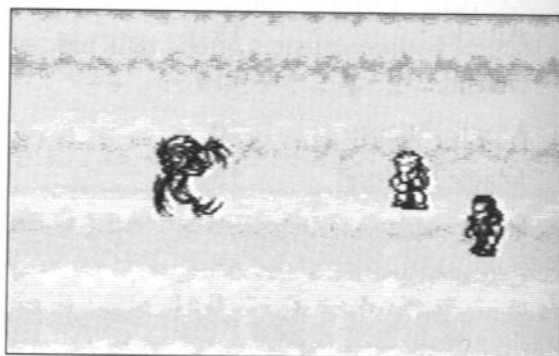
Hit Points:	1,300
Magic Points:	170
Speed:	14
Attack:	48
Defend:	120
Magic Attack:	10
Magic Defense:	150
Weaknesses:	Poison, Fire
Items to Steal:	Mythrial Plate
Dropped:	Cure-All
Comments:	His primary weakness is Fire, so make sure you have party members who are comfortable wielding the hot stuff.



If he is quick and nimble, Locke can steal a nice piece of armor from Rider.

Rizopas

Hit Points:	775
Magic Points:	39
Speed:	40
Level:	13
Attack:	14
Defend: :	110
Magic Attack:	3
Magic Defense:	175
Weaknesses:	None
Items to Steal:	None
Dropped:	Cure-All
Comments:	Use Lightning and Fire-based attacks against Rizopas. He has a strong attack, so use potions for healing.

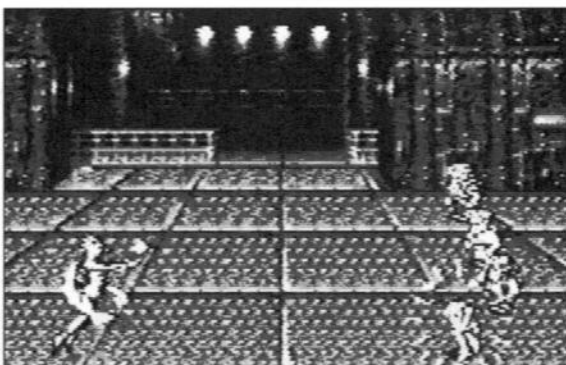


Though a low-level boss, you encounter Rizopas early enough in the game for him to be a grave threat.

The Bosses

Shiva

Hit Points:	3,000
Magic Points:	500
Speed:	35
Level:	21
Attack:	15
Defend:	200
Magic Attack:	7
Magic Defense:	110
Weaknesses:	Fire
Items to Steal:	None
Dropped:	None



Use fire-based magic to light Shiva up and send him on his way.

Sir Behemoth (Dead)

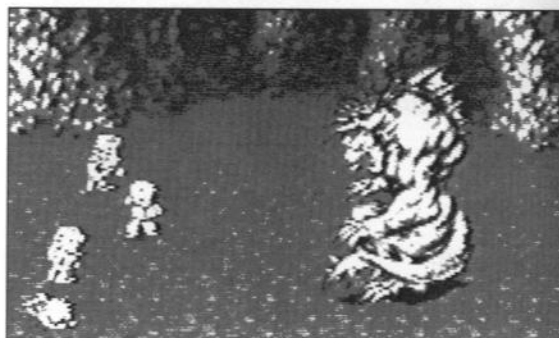
Hit Points:	19,000
Magic Points:	1,600
Speed:	60
Level:	43
Attack:	11
Defend:	120
Magic Attack:	10
Magic Defense:	150
Weaknesses:	Fire, Poison
Items to Steal:	Weapon
Dropped:	Knife
Comments:	This regal revenant is vulnerable to Fire. Begin by slamming him with a Poison spell, then launch a barrage of high-end Fire spells to finish him off. Of course, he starts out dead, so what are you really accomplishing, hmmm?



Take advantage of Sir Behemoth's susceptibility to poison and you won't regret it.

Sir Behemoth (Undead)

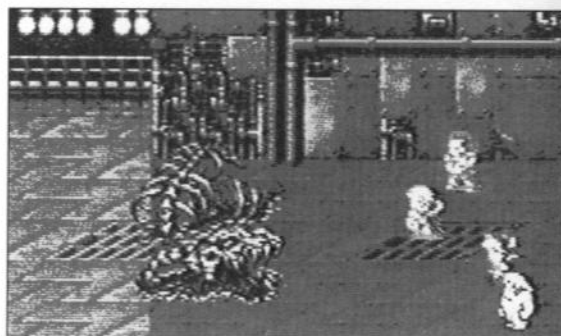
Hit Points:	19,000
Magic Points:	9,999
Speed:	39
Level:	49
Attack:	27
Defend:	105
Magic Attack:	9
Magic Defense:	130
Weaknesses:	Fire
Items to Steal:	None
Dropped:	Behemoth Suit
Comments:	In his Undead incarnation, Behemoth can cast Sleep on your party. Use high-end magic targeted against his weakness to send Sir Behemoth back to Hell.



Don't get caught napping by the undead Sir Behemoth.

Skull Dragon

Hit Points:	32,800
Magic Points:	1,999
Speed:	57
Level:	62
Attack:	15
Defend:	140
Magic Attack:	10
Magic Defense:	120
Weaknesses:	Fire

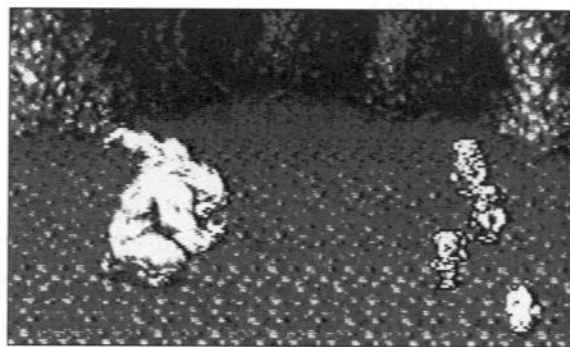


Umaro is the character of choice to defeat the Skull Dragon.

Items to Steal:	None
Dropped:	Muscle Belt
Comments:	High-end Fire attacks are the strategy of choice here. If the Snowman is with the party, his Blizzard Orb will cause an unusual amount of damage. If the Dragon's Magic Points reach zero, it dies.

Snowman (Umaro)

Hit Points:	17,200
Magic Points:	6,900
Speed:	45
Level:	33
Attack:	25
Defend:	100
Magic Attack:	11
Magic Defense:	150
Weaknesses:	Fire
Items to Steal:	None
Dropped:	None
Comments:	Attacks with Tackle, Snowball, and other Ice-based attacks. After a certain amount of damage is inflicted, Snowman uses the Cherry and his power rises. Reduce his hit points with fire or flame before he powers up. If you defeat him, he'll join the party, but Mog must be there to convince him.

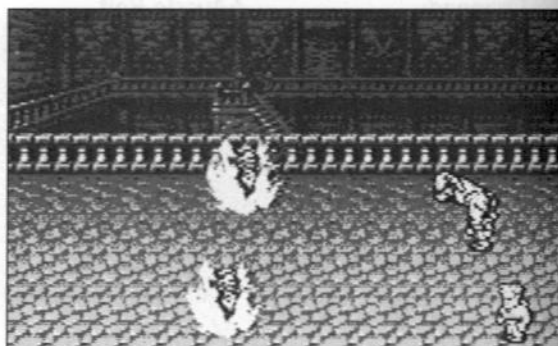


Friend or Foe, Umaro is a powerful fighter. You should befriend him if you can.

Soul Savers

Hit Points:	3,066
Magic Points:	566
Speed:	15
Level:	41
Attack:	50
Defend:	150
Magic Attack:	3
Magic Defense:	175
Weaknesses:	Ice
Items to Steal:	None
Dropped:	None
Comments:	

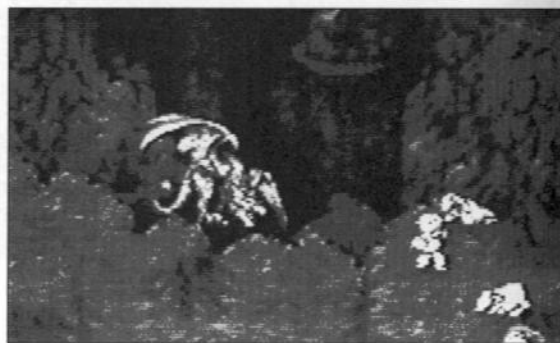
These are the bodyguards that Wrex soul brings along to the party. They cannot be killed, so the best strategy is to occasionally use a free high-end character to launch a Water-based attack. This won't kill them, of course, but they will be gone for awhile, leaving you the opportunity to conduct the search for Wrex soul's current victim.



You can't kill these bosses, but you can drive them away with water attacks.

Storm Dragon

Hit Points:	42,000
Magic Points:	1,250
Speed:	65
Level:	74
Attack:	13
Defend:	110
Magic Attack:	9
Magic Defense:	150
Weaknesses:	Thunder



Cast powerful thunderbolts to take the wind out of the Storm Dragon's sails.

Items to Steal:

Dropped: Force Armor

Comments: Launches Wind-type attacks, which do serious hit-point damage. When party members are attacked, make sure they are restored to health immediately. Dragon's Wind spell can be fatal. You must use the Esper Golem for defensive purposes against him. High-powered party members should invoke Thunder spells, while weaker members stick to the guns (or whatever weapons they happen to be toting).

Tentacle (Upper Right)

Hit Points: 5,000

Magic Points: 600

Speed: 35

Level: 33

Attack: 13

Defend: 102

Magic Attack: 8

Magic Defense: 153

Weaknesses: None

Items to Steal: None

Dropped: None

Comments: This Boss comprises four sections. Once a party member is "captured" by it, that character is immobilized for a period of time, during which time his hit points drain away. Use Air-based attacks against this octopus-like Boss, including Edgar's many tools, which are especially effective against it.



You must avoid the grasp of these tenacious tentacles or face certain death.



Tentacle (Bottom Right)

Hit Points:	7,000
Magic Points:	500
Speed:	40
Level:	34
Attack:	13
Defend:	102
Magic Attack:	8
Magic Defense:	153
Weaknesses:	None
Items to Steal:	None
Dropped:	None

Tentacle (Upper Left)

Hit Points:	4,000
Magic Points:	500
Speed:	40
Level:	34
Attack:	13
Defend:	102
Magic Attack:	8
Magic Defense:	153
Weaknesses:	None
Items to Steal:	None
Dropped:	None



Tentacle (Bottom Left)

Hit Points:	6,000
Magic Points:	700
Speed:	30
Level:	32
Attack:	13
Defend:	102
Magic Attack:	8
Magic Defense:	153
Weaknesses:	Fire
Items to Steal:	None
Dropped:	None

Tritoch

Hit Points:	30,000
Magic Points:	50,000
Speed:	40
Level:	62
Attack:	19
Defend:	254
Magic Attack:	4
Magic Defense:	70
Weaknesses:	Fire
Items to Steal:	None
Dropped:	None
Comments:	Uses Freezing Dust and other frigid attacks—this Boss is a master of Cold. It mounts a strong defense against physical attack, so attack with Fire-based magic and weapons. Use your highest-powered Heat spells to thaw him out. If Mog has learned his Dance of Fire, use it.

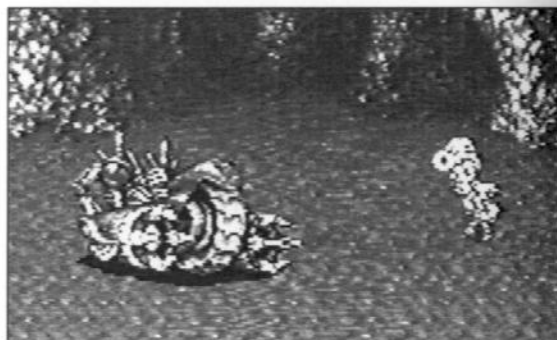


Use fire-based magic to keep yourself warm and toasty during this frosty encounter.

Tunnel Armor

Hit Points:	1,300
Magic Points:	900
Speed:	40
Level:	16
Attack:	10
Defend:	29
Magic Attack:	15
Magic Defense:	145
Weaknesses:	Thunder
Items to Steal:	Air Knife
Dropped:	Elixir
Comments:	

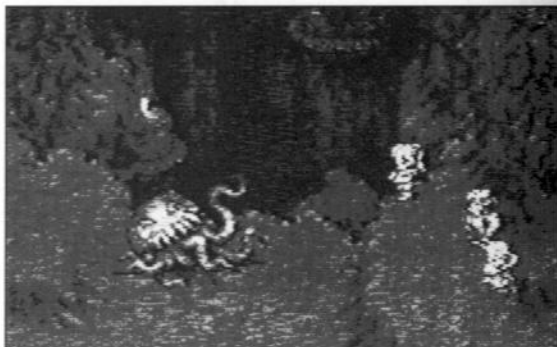
Tunnel Armor possesses both Poison and Fire capabilities. Celes should use a special technique to block the magic attacks; Lock should concentrate on attacking.



Make sure you have plenty of cures handy to counter this boss's poison attacks.

Ultros

Hit Points:	3,000
Magic Points:	640
Speed:	35
Level:	19
Attack:	13
Defend:	40
Magic Attack:	3
Magic Defense:	40
Weaknesses:	Thunder, Fire
Items to Steal:	None



Don't get lost in the inky depths of this boss's special attacks.

The Bosses



Dropped:	Dried Meat
Comments:	His strongest attacks are called Tentacle and Ink. Attack with Terra's Fire magic. Use your Cure spell regularly.

Ultros (Second Appearance)

Hit Points:	2,550
Magic Points:	500
Speed:	40
Level:	19
Attack:	2
Defend:	13
Magic Attack:	4
Magic Defense:	150
Weaknesses:	Thunder, Fire
Items to Steal:	Magicate
Dropped:	Dried Meat
Comments:	Mounts many attacks, changing status constantly, so prepare to face a wide variety of challenges.

Ultros (Third Appearance)

Hit Points:	22,000
Magic Points:	750
Speed:	35
Level:	25
Attack:	22
Defend:	95
Magic Attack:	7



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Magic Defense:	155
Weaknesses:	Thunder, Fire
Items to Steal:	White Cape
Dropped:	None
Comments:	This is his third go-round, but don't worry about his massive hit points; after a certain level of damage has been inflicted on the Boss, Relm will use her Sketch technique, which will essentially trick him into surrendering.

Ultros (Fourth Appearance)

Hit Points:	17,000
Magic Points:	8,000
Speed:	30
Level:	20
Attack:	10
Defend:	20
Magic Attack:	3
Magic Defense:	10
Weaknesses:	Poison, Fire
Items to Steal:	Dried Meat
Dropped:	None
Comments:	On his final appearance as a Boss, Ultros is teamed with Chupon. Summon Espers Golem, Lirin, and Phantom.

The Bosses

Vargas

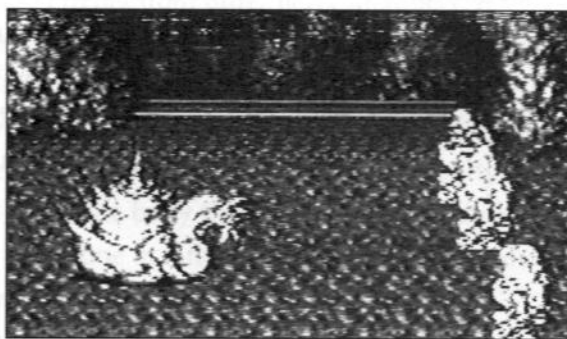
Hit Points:	11,600
Magic Points:	220
Speed:	30
Level:	12
Attack:	13
Defend:	85
Magic Attack:	10
Magic Defense:	150
Weaknesses:	Wind
Items to Steal:	Mythrial Claw
Dropped:	None
Comments:	Only Sabin can defeat Vargas, by using his newfound Blitz technique, but first kill the two bear-like creatures that accompany him.



Use Sabin's martial arts techniques to subdue this boss.

Whelk

Hit Points:	1,600
Magic Points:	1,000
Speed:	45
Level:	6
Attack:	10
Defend:	100
Magic Attack:	10
Magic Defense:	155
Weaknesses:	Head Area
Items to Steal:	None
Dropped:	Ether



The Whelk periodically draws his head back inside his shell as a defensive maneuver.



Complete Final Fantasy III Forbidden Game Secrets

Comments:

Make sure you attack when his head is outside his shell. Attacking his shell will cause him to throw a Ten Thousand Bolt Attack, which will do serious damage to your party.

White Dragon

Hit Points:	18,500
Magic Points:	12,000
Speed:	55
Level:	71
Attack:	13
Defend:	110
Magic Attack:	9
Magic Defense:	150
Weaknesses:	None
Items to Steal:	X-Potion
Dropped:	Lance
Comments:	



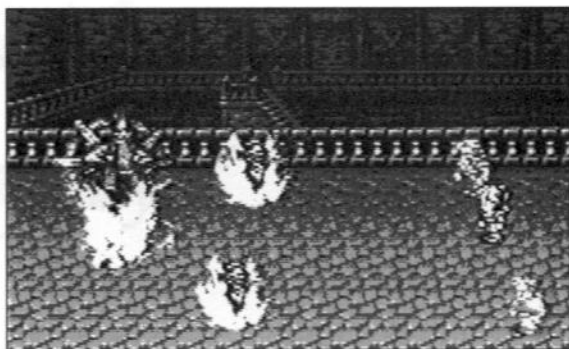
The most powerful of all the Dragons. You should use the Ultima spell to kill it.

Attacks exclusively with Holy and Death spells. If you have a Reflection Ring, you can do some damage. No weak points, so use Flare or Ultima. By this point, several members of the party should have powerful Ice attacks, which should do the trick nicely. Magic only here, thank you, and get through the round as quickly as possible.

The Bosses

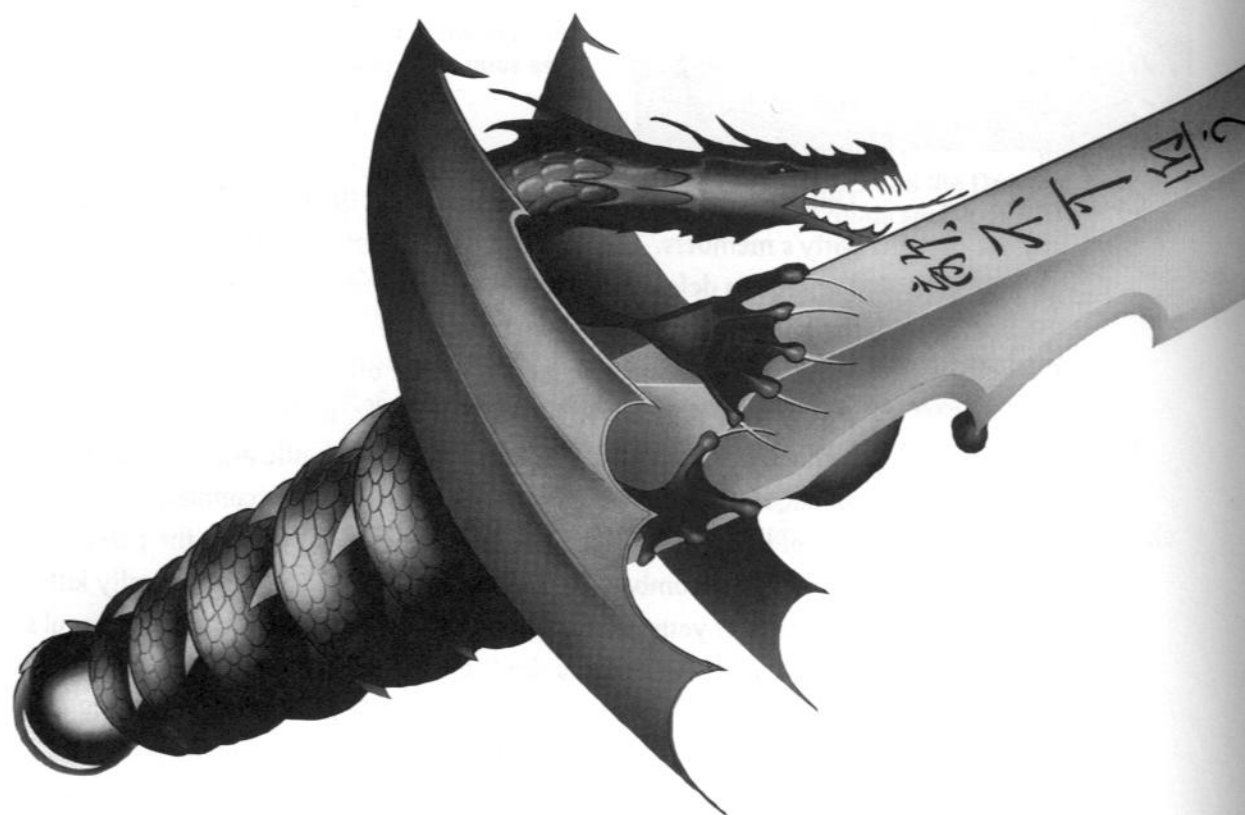
Wrex soul

Hit Points:	23,066
Magic Points:	5,066
Speed:	40
Level:	53
Attack:	27
Defend:	70
Magic Attack:	5
Magic Defense:	220
Weaknesses:	Ice, Cold
Items to Steal:	Heirloom Ring and Defense Bracelet
Dropped:	None
Comments:	



Wrex soul demonically possesses his victims. You must exorcise his spirit without getting split pea soup all over yourself.

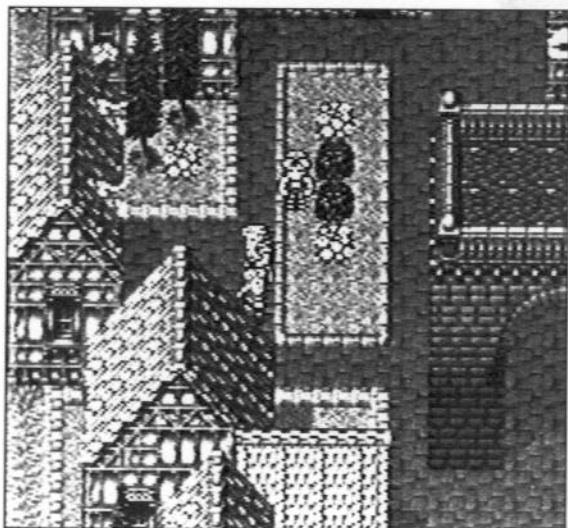
This body thief has the power to possess the body of one of your party's members. The characters must then fight their own former comrade to defeat this Boss. This is extremely tricky, since at first the body thief will continue to fight the party's enemies, while simultaneously siphoning energy from other party members. It will be very difficult, in the heat of battle, to distinguish between damage normally incurred in the course of battle and the subtle damage being done by Wrex soul, who arrives accompanied by a pair of bodyguards (see Soul Savers) who will distract the party by maintaining combat. To find the body thief, you must literally kill off members of your own party, one at a time, until you see Wrex soul's spirit depart. (When you don't see the body thief leave a body, instantly use a Life spell—preferably Life 2—to reanimate that party member.) All the while, make sure that the character from which you are operating maintains a sufficient number of hit points. Finally, Wrex soul can't possess a dead body.



7 Completing the Quest

Now we have come to the end of our volume, but only to the beginning of your quest. Up to this point, this book has presented intricate detail on specific subjects: Monsters, Bosses, Weapons, and so on. At this point, however, our data become more general. This chapter offers the basic information required to move you from one location to another. Prominent items, personages, and enemies will be discussed, so that the reader can reference any specific character or item in greater depth.

For each of the game's locations, we have included a list of treasures contained therein, a nifty shopper's guide, and a quick look at the main points of interest in that part of the world and how to reach them. Although we will frequently point out that you should take the opportunity to talk with the townspeople in a certain location, we recommend that you make it a standard practice to do this at all locations. Use the following rule of thumb: If there are people there, talk to them. It can't hurt, and will at the very least serve to flesh out the story. You never know—that one townspeople you skipped might hold the key to an interesting,



even if nonvital, subplot that might not even be resolved until the end of the game itself. In other words, avoid being sociable at your own peril—you may never know what you missed.

Figure 7.1
You should talk to everyone!
It can't hurt to be friendly.

Regarding the Shop Lists, bear in mind that not all objects may be in the store on your first visit. For that matter, the store itself may be closed upon your first visit or two. And little ripples in historical terms, such as the destruction of the world, can have a significant impact on the prices and the availability of various objects.



Figure 7.2 Shop, shop, shop! You can't take it with you!
And you will still have millions in the bank when this quest is over.

Completing the Quest

As for treasures, we've attempted to list all the visible goodies; however, in some cases there are hidden treasures placed inside other objects, such as crates, barrels, and desks. On a less pleasant note, you may encounter another type of treasure: chests containing a monster who will instantly leap out and attack you. Kill them quickly—they often carry valuable items with them.

As for the cities and other locations, it's possible that available items will change between visits (as we said, the world might've ended or something). So don't be bashful about returning to a shop and checking its list of available items on each new visit. This can't be stressed strongly enough. Revisit locations on a regular basis; talk to the local gentry to see how events have shifted since your last stay. You may not find the item you want the first time out, but persist and it will show up eventually. Remember, quitters don't last long in this game.



Figure 7.3 All treasures are tempting, but some chests hold monsters within.

Overall Strategy

1. Do plenty of fighting, especially after the world ends. Build experience by fighting in parties of two or three, with one character using an Experience Egg, and watch the levels jump. Rotate the egg among characters.
2. Always equip your companions with relics, and change them according to the situation. Experiment with combinations of relics. For example, can you find one that gives a single character the power of eight attacks for every one attack?



Complete Final Fantasy III Forbidden Game Secrets

3. When you have learned full Esper magic, immediately rotate to a new Esper.
4. Make sure all characters learn high-end magic.
5. Don't be stingy with the gold (you'll have millions by the end of the game—some monsters yield 10,000 gold). Go, fight, and earn money, weapons, and experience.
6. Save often, using all three slots at different points.
7. Early on, set Configuration Menu screens to their fastest settings and Battle mode slower, giving you more time to develop strategy. Adjust as you become more comfortable.
8. Always make sure that you're at the weapon's optimum configuration.
9. Monsters are usually susceptible to "opposite" magic—such as Water against Fire. Or you can use the scan to find out a monster's weakness.
10. High-end weapons are often more powerful than high-end magic, so you may want to use weapons exclusively. Magic is dandy, but you can't beat cold steel.

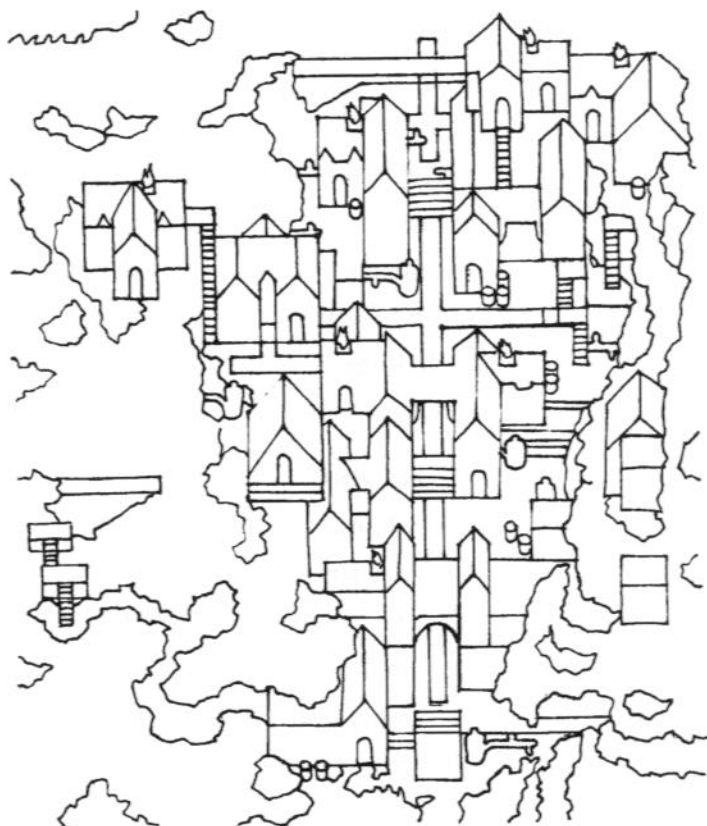
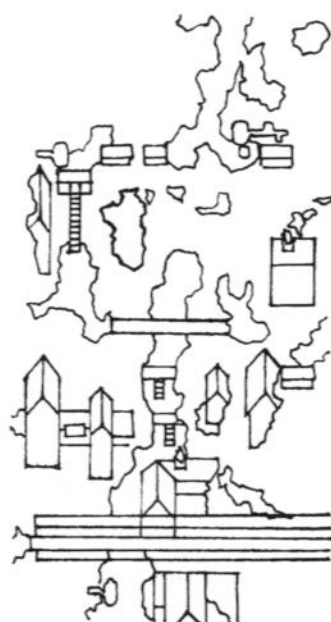
Location: Narshe

Treasures: 5,000 Gold, Elixir, Earrings, Knife, Reflecting Ring, Thief's Bracelet, Hyper Wrist, Potion, Sleeping Bag, Ether, Fenix Down, Sleeping Bag, and Moon Blade

Shop List: (None on first visit)

Weapon Shop

Great Sword:	800
Mythrial Claw:	800
Kotetsu Sword:	800



Mythrial Spear:	800
Air Knife:	950
Chain Mail:	2,000
Shield:	2,500

Item Shop

Potion:	50
High Potion:	300
Ether:	1,500
Gold Needle:	200
Fenix Down:	500
Smoke Ball:	300

Figure 7.4 Narshe is a mining town of great prominence in the reconstructed Industrial Society. In addition to conversing with the inhabitants thoroughly, you should take time to explore the mines north of town.



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Sleeping Bag:	300
Tent:	1,200

Armor Shop

Mythrial Shield:	1,200
Cap:	600
Bandana:	800
Iron Helm:	1,000
Silk Robe:	600
Iron Armor:	700

Relics Shop

Sprint Shoes:	1,500
Jewelry Ring:	7,000
Special Ring:	3,000
Barrier Ring:	800
Mythrial Iron:	1,000
Knights Rules:	2,500

Inn: One-Night Stay, 200

Scenario: Enter Narshe and head due north to the Mines, where you will encounter Boss Whelk. After defeating Whelk, walk up to the frozen Esper. You will then awaken in the home of an old man (whose name, as you will later learn, is Arvis). After talking to the old man, depart through his back door and follow the path back to the Mine. Work your way up to the top section of the Mine and defeat Boss Marshall.

Make sure you explore the small area just outside the gate. You never know what you'll find in the suburbs.

Completing the Quest

Location: Castle Figaro

Treasures: Golden Needle, Potion, Antidote, and
Fenix Down

Shop List:**Item Shop**

Potion:	50
Ether:	1,500
Antidote:	50
Gold Needle:	200
Echo Screen:	100
Fenix Down:	500
Sleeping Bag:	300
Tent:	1,200

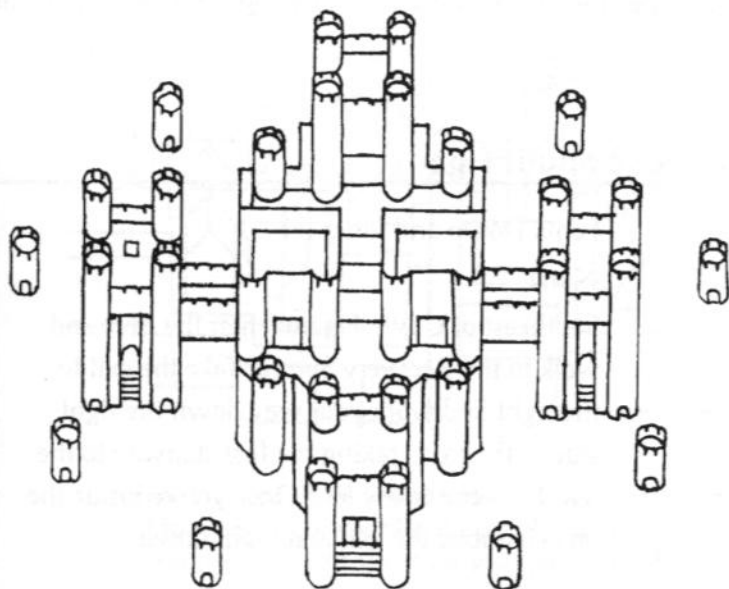


Figure 7.5

To discover the mysteries of the birthplace of Edgar and Sabin, you must pay attention to detail in its passageways. Beware of Kefka here as well.



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Weapon Shop

Auto Bow Gun:	250
Blast Voice:	500
Bio Blast:	750

Scenario: Castle Figaro is located southwest of Narshe. At the entrance to the castle, talk to the guard, and move on to see King Edgar. After conversing with the King, talk with the Matron in the left tower, then return to the throne room to speak again with Edgar. In the top section of the castle, locate Locke and follow him to the right tower.

As Mel Brooks once observed: "It's GOOD to be King!" It is in this case: If Edgar leads your party, he gets a half-price discount at all the shops on his grounds.

At this point, Kefka sets the castle ablaze and the party is forced to flee on Chocobos. After the escape, they encounter Boss M-Tek Armor in the desert.

Location: Cave to South Figaro

Treasures:	Fenix Down and Ether (2)
Shop List:	None
Scenario:	Southeast of Castle Figaro, enter the cave and walk to the Recovery Spring. Take the exit to the right and work your way down the right side of the cave, taking the first stairway to the left, then exit to the left. Once you're inside the antechamber, the exit is straight down.

Completing the Quest

Location: South Figaro

Treasures: Cherry, Potion, Fenix Down, Potion (2), Warp Stone, Elixir, 500 Ggold, 1,000 Ggold, 1,500 Ggold, Hyper Wrist, Special Shoes, Iron Armor, Earrings, Great Sword, Large Shield, Strong Ether, X-Potion, and Ribbon

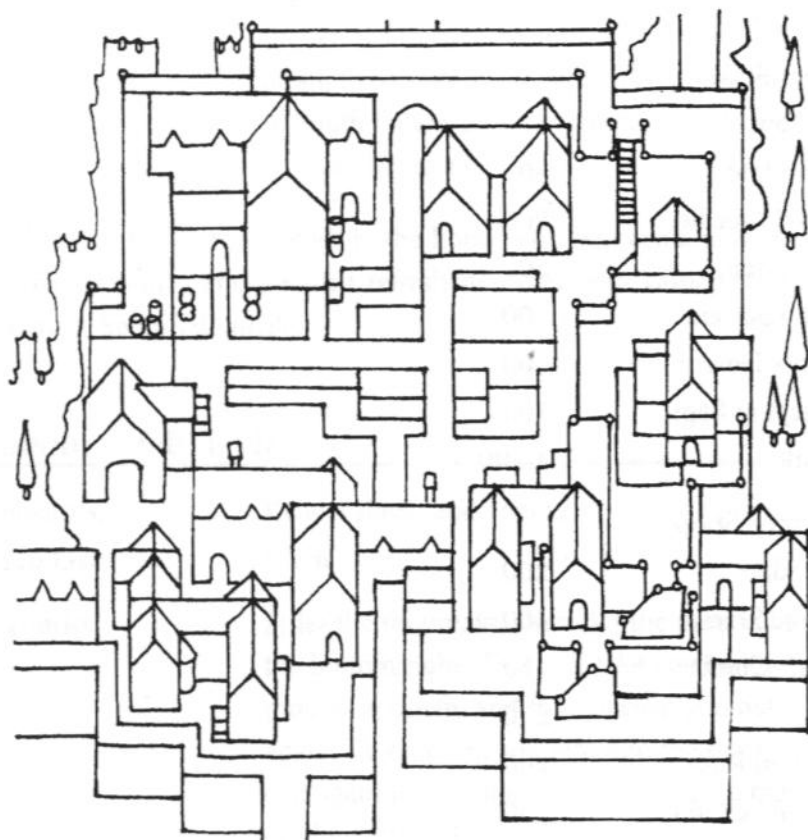


Figure 7.6 You really want to visit the fine shops of South Figaro and invest some of your hard-earned cash. Start with a purchase a good pair of Sprint Shoes for your party members, and then see what else strikes your fancy.



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Shop List:

Weapon Shop

Dagger:	150
Mythrial Knife:	300
Mythrial Sword:	450
Great Sword:	800
Blast Voice:	500
Bio Blast:	750

Item Shop

Potion:	50
Antidote:	50
Gold Needle:	200
Eye Drop:	50
Echo Screen:	100
Fenix Down:	500
Sleeping Bag:	300
Tent:	1,200

Armor Shop

Bucklar:	200
Large Shield:	400
Hair Comb:	150
Cap:	250
Cotton Robe:	200
Karate Clothes:	250

Relics Shop

Sprint Shoes:	1,500
Goggles:	800



Completing the Quest

Star Pendant:	1,500
Jewel Ring:	2,000
Knight's Rules:	2,500
Inn:	One-Night Stay, 80
Chocobo Shop:	One Use, 80

Scenario: This area, southeast of the Cave of Figaro, is loaded with helpful, talkative folk. Explore the town thoroughly, purchase the appropriate items (better-quality swords, and so on), and move along to Sabin's house, which is located just north of South Figaro. Search vigorously, but take time to smell the roses!

Since there are many empty beds in the house, and it's been a long day, why not catch 40 winks and awaken refreshed? After your catnap, talk to the man outside Sabin's domicile.

Location: **Mt. Koltz**

Treasures: Relic, Glove, and Tent (2)

Shop List: None

Scenario: Enter the mountain, then exit the mountain on the bottom right. This will take you inside the mountain briefly and then deposit you outside again. Re-enter the mountain to the right, then exit again to the upper left, once again emerging on the outside. But first search the upper right side of the wall; you never know where a secret passageway might be hiding a treasure.

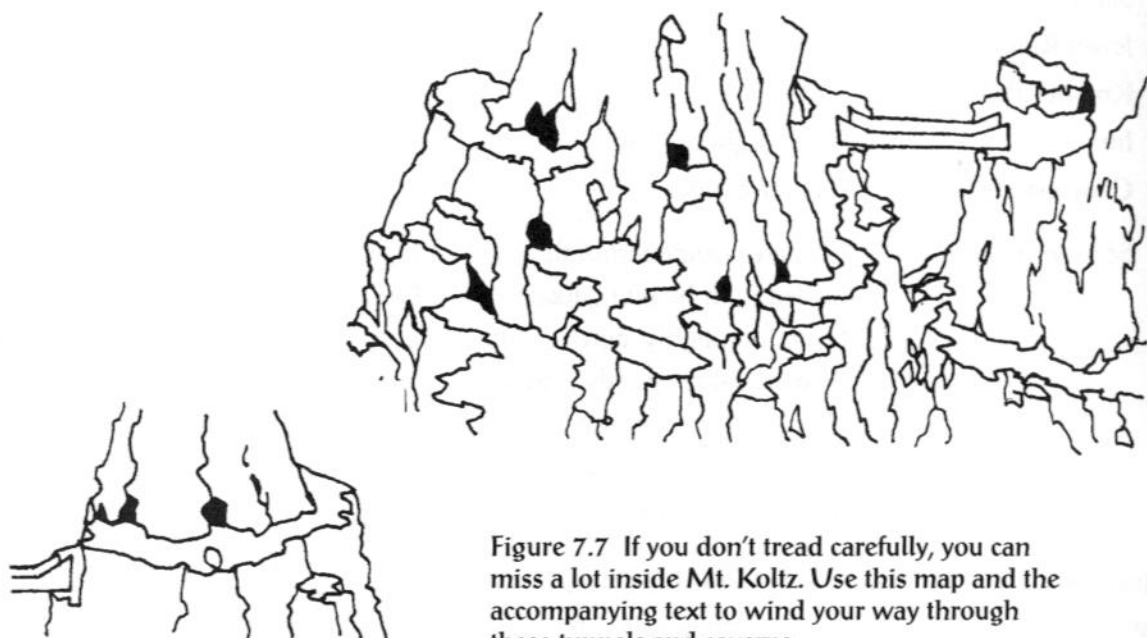


Figure 7.7 If you don't tread carefully, you can miss a lot inside Mt. Koltz. Use this map and the accompanying text to wind your way through these tunnels and caverns.

You will then find yourself standing on a flat outcropping that forms a winding pathway leading further up the mountainside. Keep walking along this path until you reach the second entrance on the left. Back inside the mountain, travel the straight and narrow to an exit on the far right.

You are now once again outside the mountain, on a pathway. Follow the path straight up to the bridge and cross it into a mountain entrance on the other side. The small cavern contains a Save Game star, so take advantage of it (got a tent, anyone!), and then pass back outside the mountain. Follow the spiral pathway down the mountain's face, where you will encounter Boss Vargas and his two pet bruins. After defeating him, leave the mountain through the rear exit.

Completing the Quest

Location: Returners' Hideout

Treasures: Fenix Down (2), Cherry, Air Knife, True Knight, Antidote, Ether, Potion, and White Cape

Shop List:

Item Shop

Eye Drops:	50
Potion:	50
High Potion:	300
Ether:	1,500
Echo Screen:	100
Sleeping Bag:	300
Tent:	1,200
Sprint Shoes:	1,500
Inn:	One-Night Stay, Free

Scenario: Speak with Banon, then Locke, then the rest of the Returners at their secret hideout. Search the upper right section just below the small room containing three treasure chests; try to find the secret passageway to another treasure room. Eventually, with all the crosstalk going on, the guard will allow you to leave.

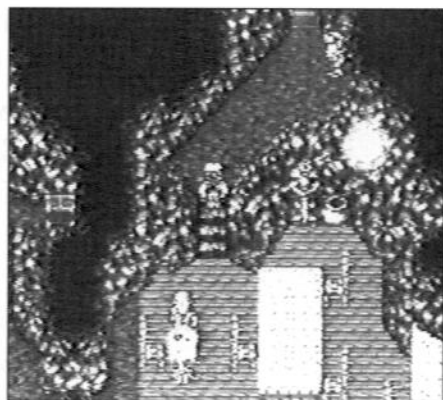


Figure 7.8 You must make contact with the Returners here. Otherwise, your quest is in jeopardy.

Right outside the hideout, you'll encounter Banon. Respond to him in the affirmative and you'll find yourself in a hallway. Exit straight out through the bottom to Lete River, where a raft is waiting. At some point, a question will be asked. Say "Yes" and leap into the raft. As you move along the rapids, you will periodically be asked in which direction you wish to continue. First select the straight path, and later the left path, where you must defeat Boss Ultros. Make sure to Save Game at the rest area.



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At this point in the game, the characters break up into three parties. You will control each of the groups in sequence, as the first group's adventure ends, you will take control of the second group and start them on their way, and so on with the third party.

The party we started with comprised Baron, Terra, and Edgar. Once the party is selected, take it northwest from the end of the river toward Narshe. At the gates of the town, however, the guards will refuse you admittance and a squabble will break out. At that point, return to the secret passage to the left of the Magic Classroom (separated by an outcropping of rock), which Locke pointed out on your first visit.

From that point, enter the mine and head straight up to the exit. Follow the pathway to the entrance on the upper left, this takes you back inside the mine. Locate the opening at the upper left, which leads to a chamber. Once you're inside the chamber, a star appears; it then takes a circuitous route to the north end of the area. You must follow the star's path exactly; any deviation will lead to a battle that, even after you waste the low-level monsters, will redeposit you at the chamber entrance, where you will be forced to observe the star again.

Once you've followed the star's path exactly, it will lead to an exit point that takes you to the next section of the mine. Travel in a northward curving path to the right, then straight down to the lower right-hand corner. Once you're outside, follow the pathway to the back door of Arvis' house and enter. A cut scene follows and the scenario ends. You're then returned to the menu option screen to select the next character. For our scenario, we chose Locke, who begins his quest in the harbor town of South Figaro.

Location: South Figaro (2nd visit)

Treasures:

Cherry, Potion (3), Fenix Down, Work Stone,
Elixir, 500 Gold, 1,000 Gold, 1,500 Gold, Hyper

Completing the Quest

Wrist, Special Shoes, Iron Armor, Earrings, Great Sword, Large Shield, Strong Ether, X-Potion, and Ribbon

Shop List:

Weapon Shop

Dagger:	150
Mythrial Knife:	300
Mythrial Sword:	450
Great Sword:	800
Blast Voice:	500
Bio Blast:	750

Item Shop

Potion:	50
Antidote:	50
Gold Needle:	200
Eye Drop:	50
Echo Screen:	100
Fenix Down:	500
Sleeping Bag:	300
Tent:	1,200

Armor Shop

Bucklar:	200
Large Shield:	400
Hair Comb:	150
Cap:	250
Cotton Robe:	200
Karate Clothes:	250



Complete Final Fantasy III Forbidden Game Secrets

Relics Shop

Sprint Shoes:	1,500
Goggles:	800
Star Pendant:	1,500
Jewel Ring:	2,000
Knight's Rules:	2,500
Inn:	One-Night Stay, 80
Chocobo Shop:	One Use, 80

Scenario:

On your arrival in this seaside area, do some shopping. You should have enough money by this point to acquire some interesting stuff. Also, make sure you converse with every available Non-Player Character (NPC), since they all have something of value to offer by way of additional information. The more characters you chat with, the greater will be your understanding of the world situation, and especially of conditions at your present location.

To start up the scenario, work your way from the southeast corner of the town to the walkway on the inside of the northwest wall on the western side, where you will encounter an officer. However, instead of killing him, use the Steal command (Locke's special technique) to get the guard's garb.

Next, leave the perimeter and return to ground level, moving to an area near the Chocobo Shop, and talk with the guard you'll find there (he'll happily leave his post for an opportunity to pass the time of day). Once the guard moves, he no longer blocks the pathway to the pub that lies to the south. Head for the pub, then go down the stairway nearest the bar.

Go through the door at the bottom of the stairs and speak with the merchant standing inside. Again, use the Steal technique to get his clothing and, before leaving, grab the bottle of cider that sits in plain view.

From the tavern, head east to the duplex-style house, where you'll find an old man. He's a big cider fan, and will happily take yours, allowing you

Completing the Quest

to enter the basement and converse with the boy you'll find there. When the boy asks a question, select the second option as your response. At this point, he'll show you a secret passage leading to the mansion.

You enter the mansion by walking around to the east wall and entering the door. Go upstairs and enter the first door you come to, where a secret portal can be located behind the bookcase on the far left. Follow the hidden route, ending up in a lower chamber where you will be offered a change of clothing. Head east and attempt to enter the first door you pass, which leads to a cut scene.

Following the noninteractive sequence, enter the room and remove Celes' chains. Later, take the clock key from the soldier.

Leave that room, continue east, and enter the last door in this hallway, which leads to a room loaded with treasure. The ultimate idea is to reach the clock in the upper right corner and use the clock key to wind it. This triggers the opening of a secret passage. Enter it. Work your way to the lower right corner of the maze and up the stairs. But remember: There are many secret passages, so search carefully.

Our final scenario in this sequence involves Sabin. After the party on the raft broke up, Sabin's wanderings took him outside of any of the game's fixed locations. He wandered to an isolated area with a rolling, blue river, and a blue house to the east. Sabin stands on the banks of the river, knowing that the game's greatest challenges lie directly ahead.

If you've traveled correctly, you'll resurface behind the home of Duncan's Wife, still in South Figaro, from which point you must travel northwest and return to the Cave of South Figaro. Work your way back to the Recovery Spring and heal yourself. The exit, though it's right behind you, can't be accessed because Boss Tunnel Armor would like a word with you. Once you defeat this Boss, exit and the scenario ends.

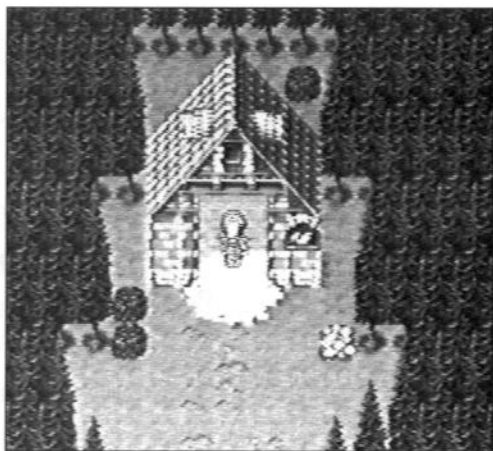


Figure 7.9 This is the Chocobo Shop. You should use chocobos extensively. It's always better to ride than to walk.



Location: Solitary House

Treasures: None

Shop List:

Traveling Salesman
(on Chocobo):

Potion:	50
Fenix Down:	500
Tent:	1,200
Hat:	250
Shuriken:	30
Weapon:	200
Sword:	400
Sprint Shoes:	1,500

Scenario:

Enter the house, which will be immediately visited by a merchant on a Chocobo. Buy any useful items you find. You'll spot Shadow (and his faithful dog, Interceptor) standing by the well. He will join your party. Return to the house and talk to the old man you encounter there. When the conversation ends, depart and head deep into the southeast, where the Imperial Camp awaits you.

Completing the Quest

Location: Encampment of the Empire (Imperial Camp)

Treasures:	Star Pendant, Mythrial Glove, and Green Beret
Shop List:	None
Scenario:	Once you're inside the camp, a cut scene is run, following which you will briefly control Cyan against Boss Leader. After dispatching Leader, you once again control Sabin, who must search the camp for imperial treasures. You will encounter Kefka several times in this encampment. Follow him until the cut scene begins.

At the end of the non-interactive episode, all three characters are riding in T-Mek machines—mobile armor—which are the same vehicles you rode in as Terra at the start of the game. Head toward the exit/entrance and leave the camp.

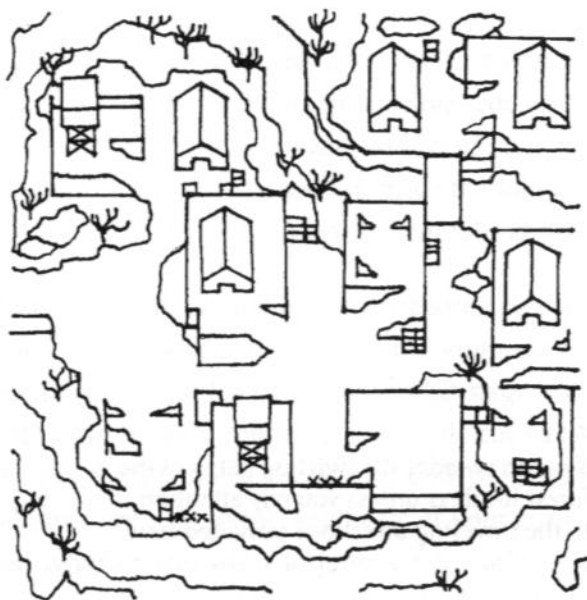


Figure 7.10 You will learn a great deal of backstory when you visit this location, including the story of Kefka's poisoning of Doma's water supply and betrayal of General Leo.



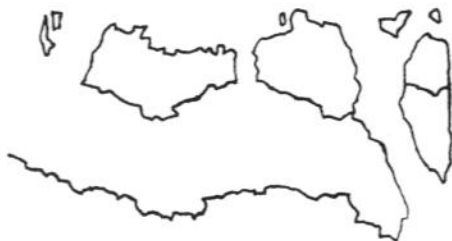
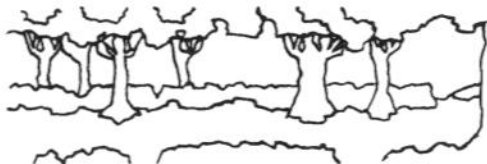
Complete Final Fantasy III Forbidden Game Secrets

Location: Phantom Forest

Treasures: None

Shop List: None

Scenario: Located southeast of the camp is this forest of illusion, with its entrance and exit positioned at the north and south. Head east to an exit at the top right and walk up to the mist-shrouded lake to regain full status. Then move to the southeast corner, which leads to a curving path that can be followed directly to the next area. Travel to the exit at the northeast corner, which serves as the entrance to the Ghost Train.



7.11

You can wander the twisting paths of the forest for days unless you pay attention to the traveling directions provided here.

Completing the Quest

Location: Ghost Train

Treasures: Earrings, Fenix Down (2), Sniper Sight, and Hyper Wrist

Shop List:

Potion:	50
Hi Potion:	300
Antidote:	50
Cherry:	150
Fenix Down:	500
Sleeping Bag:	500
Shuriken:	30

Scenario: Board the car to the left and, once inside, pass through the next two cars and enter the third car through an outside door. Talk to the ghost who blocked your entrance, then sit back and enjoy a minor cut scene. When the game returns to your control, climb the ladder to the top of the car and head to the left edge, where another noninteractive sequence will unfold. When you regain control of your character, activate the switch inside the train to uncouple the other cars, leaving them rolling slowly to a stop behind you.

Return inside the car and activate the same switch. Then make your way to the locomotive engine and enter the engineer's cabin. This is where the game program will lead you to the next stage, in which you will face Boss Ghost Train himself, followed by an epic cut scene. You end up back at the exit from the Phantom Forest and will be heading next to Baren Falls, a small area with no shops, southeast of your current location. When you're asked whether you want to jump off the falls, go for it. From there, you'll travel to Mobliz, which is east of the Baren Falls exit.

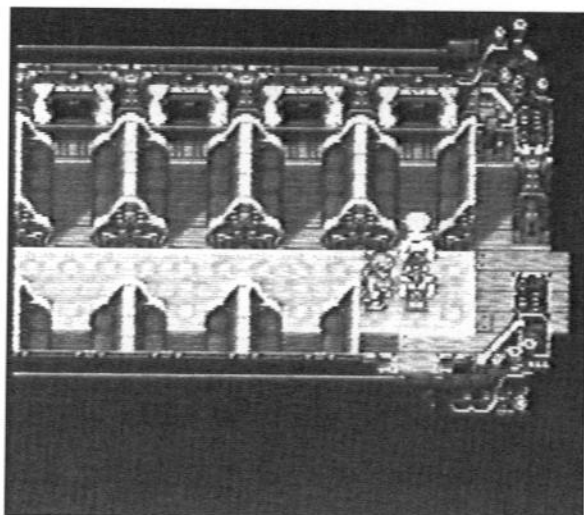


Figure 7.12
While walking to the locomotive, you should search all the interior compartments.

Location: Mobliz

Treasures: Elixir

Shop List:

Weapon Shop

Mythrial Knife: 300

Mythrial Sword: 450

Mythrial Claw: 800

Sword: 800

Armor Shop

Buckler: 200

Large Shield: 400

Cap: 250

Cap: 600

Bandana: 800

Completing the Quest

Iron Helm: 1,000

Kung Fu Suit: 250

Iron Armor: 700

Item Shop

Dried Meat: 150

Potion: 50

Potion: 300

Eye Drops: 50

Cherry: 150

Fenix Down: 500

Sleeping Bag: 500

Tent: 1,200

Relics Shop

Sprint Shoes: 1,500

White Cape: 5,000

Inn: One-Night Stay, 100

Scenario:

Speak freely with the generic townsfolk and make sure to acquire some of that excellent dried meat. And don't forget to send that letter by carrier pigeon. Once these tasks are completed, search the surrounding countryside, known as the Beastfields, where monsters from all over the world turn up. You want to make contact with Gau, who will show up after you defeat several Bosses. When Gau arrives, don't fight him; after all, you can draw more flies with honey than with vinegar. In this case, however, dried meat works even better than honey, and the gift will win the little raver over to your side.

Gau immediately pays dividends by mentioning a secret treasure at Crescent Mountain, south of Mobliz, so the party immediately heads in that direction.

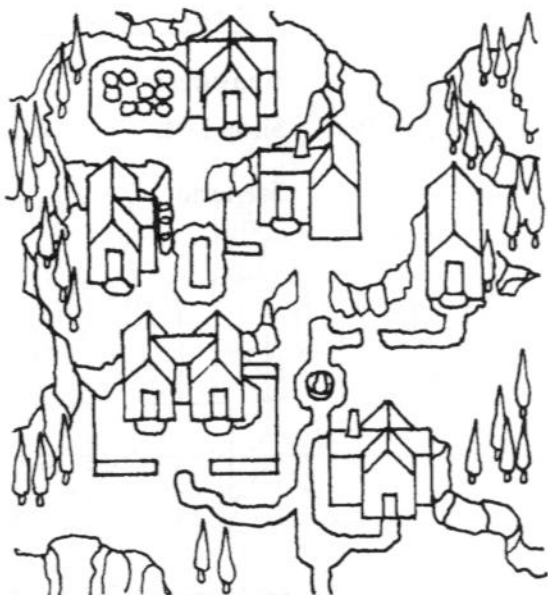


Figure 7.13 You must make the perilous leap off Baren Falls to reach the seaside town of Mobliz.



Complete Final Fantasy III Forbidden Game Secrets

Location: Cave of Crescent Mountain

Treasures:	Underwater Breathing Helmets
Shop List:	None
Scenario:	Once inside the mountain, follow the path west, then north, then east. Cross the overpass and head due south to where the primary treasure awaits you. Once you reach the treasure, a cut scene follows and the party exits. At this point, another noninteractive sequence kicks in, this one involving the party's dive into Snake Deep.

Location: Snake Deep

Treasures:	X-Potion and Green Beret
Shop List:	None
Scenario:	Once you jump into the water, the rapids carry you into the ocean, where the strong current makes the ride even wilder. Periodically, direction pointers will appear onscreen; follow them. You'll eventually wind up in a subterranean cavern. Gather the treasure, moving from exit to exit, keeping your eyes open for levels, treasure, secret passageways, and so on. Eventually you'll reach the final chamber and exit. The current will then carry you all to the harbor town of Nikeah, which is the next location.

Completing the Quest

Location: Harbor Nikeah

Treasures: Elixir

Shop List:**Weapon Shop**

Mythrial Claw: 800

Sword: 800

Mythrial Plate: 800

Armor Shop

Large Shield: 400

Cap: 250

Cap: 600

Bandana: 800

Iron Helm: 1,000

Karate Clothes: 250

Silk Robe: 600

Iron Armor: 700

Inn: One-Night Stay 150

Item Shop

Potion: 50

High Potion: 300

Echo Screen: 100

Smoke Ball: 300

Cherry: 200

Fenix Down: 500

Sleeping Bag: 300

Tent: 1,200

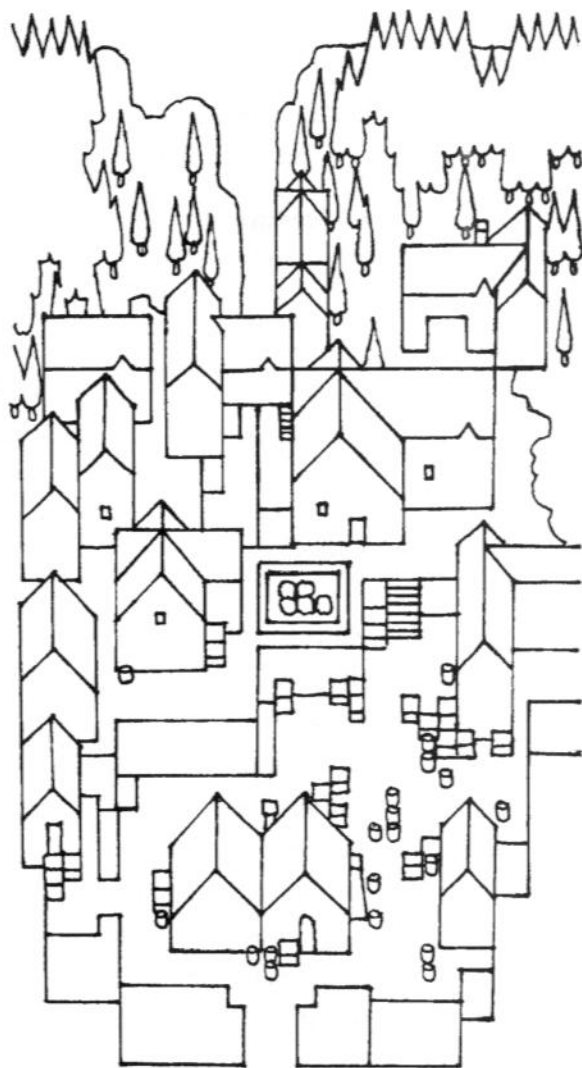


Figure 7.14 Harbor Nikeah conducts a prosperous trading business with Narshe. Because of this, your party can book passage to Narshe out of this port.

Relics Shop

Goggles:	800
Star Pendant:	1,500
White Cape:	5,700
Fairy Ring:	3,000
Chocobo House:	One Use, 80

Scenario: Hope you've saved up your gold, because this is shopper's heaven. Talk to all the townsfolk: Who knows! They may have some interesting news about what's happening in the world around you. Then return to the boat dock, talk to the Captain on board his vessel, and book safe passage to South Figaro. This ends the last of the three scenarios; the aftermath is explained in a lengthy cut sequence.

At this point, all characters reassemble at the home of the old man Arvis, in the town of Narshe, where a lengthy cut scene brings you up to date on the story line. A question will then be posed by Banon. Respond in the affirmative; at this point the setup screen will appear, allowing you to structure your parties. Form three parties, two consisting of two members and one containing three. Make sure Terra and Celes are in separate parties; the same goes for Edgar and Sabin.

Kefka then arrives and sends his dog soldiers after you. Take them on individually and defeat them all, but be sure to save Banon. Defeat him and you'll face Boss Rider, who, if defeated, brings Boss Kefka into the fray. If you are successful against Kefka, he flees, at which point you are transported to the location of a frozen Esper, where a long and revealing cut scene unfolds.

This ends the scenario and leaves you approximately one-third of the way through the quest.

But don't worry, the best is yet to come.

Completing the Quest

However, at this point we feel you should be sufficiently experienced that you have a solid feel for the game and its protocols (Save points, weapons, magic points, and so on). Therefore, the detail hereafter may seem somewhat less specific. Don't panic—we'll stick with you, much as an experienced pilot sits beside a novice, ready to grab the throttle if the ship starts to wobble. But from here on in, we won't be holding your hand quite so tightly. For example, most RPC fans like to periodically move up levels in order to pump up a character's experience. So don't feel as if you must follow our path slavishly. Do some exploring; uncover some of this world's wonders on your own.

Location: Narshe

Treasures: 5,000 Gold, Elixir, Earrings, Knife, Reflecting Ring, Thief's Bracelet, Hyper Wrist, Potion, Sleeping Bag, Ether, Mine Treasures, Fenix Down, Sleeping Bag, and Moon Blade

Shop List:

Weapon Shop

Great Sword:	800
Mythrial Claw :	800
Kotetsu Sword:	800
Mythrial Spear:	800
Air Knife:	950
Chain Mail:	2,000
Round Moon:	2,500

Item Shop

Potion:	50
High Potion:	300



Complete Final Fantasy III Forbidden Game Secrets

Ether:	1,500
Gold Needle:	200
Fenix Down:	500
Smoke Ball:	300
Sleeping Bag:	300
Tent:	1,200

Armor Shop

Mythrial Shield:	1,200
Cap:	600
Bandana:	800
Iron Helm:	1,000
Silk Robe:	600
Iron Armor:	700

Relics Shop

Sprint Shoes:	1,500
Jewelry Ring:	7,000
Special Ring:	3,000
Barrier Ring:	800
Mythrial Iron:	1,000
Knight's Rules:	2,500
Inn:	One-Night Stay, 200

Scenario: Start here, where the party assembles to decide what to tackle next. Before you leave, do some shopping and leave by the front gate, heading for Jidoor.

By the way, there's a Chocobo Shop in the nearby forest. Rent one—it beats walking.



Location: Jidoor

Treasures: Ether

Shop List:

Weapon Shop

Chrysanthemum Sword: 1,200

Special Knuckle: 1,000

Small Sword: 1,200

Round Moon: 2,500

Katon (Sword): 500

Suiton (Sword): 500

Thunder: 500

Shadow Double: 500

Armor Shop

Mythrial Shield: 1,200

White Dress: 2,200

Ninja Dress: 1,100

Mythrial Plate: 1,200

Twisted Towel: 1,600

Item Shop

High Potion: 300

Ether: 1,500

Antidote: 50

Gold Needle: 200

Holy Water: 500

Fenix Down: 500

Smoke Ball: 300

Tent: 1,200

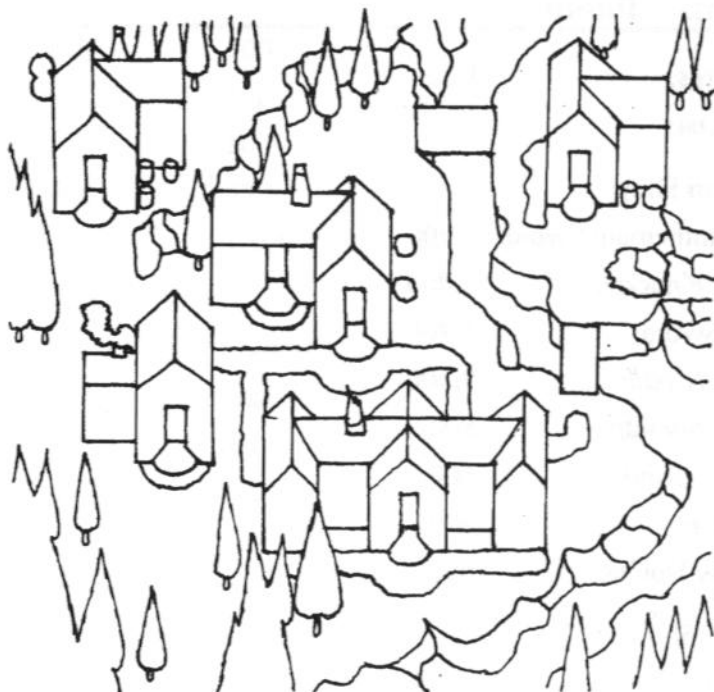


Figure 7.15 Everyone in Jidoor will tell you the people of Zozo are nothing but liars and thieves. You should ignore their counsel and travel to Zozo anyway.

Relics Shop

Peaceful Ring:	3,500
Barrier Ring:	800
Mythril Iron:	1,000
Giant's Iron:	5,600
Earring:	5,500
Knight's Rules:	2,500
Sniper Eye:	3,800
Inn:	One-Night Stay, 250
Chocobo House:	250

Scenario:

Talk to all Non-Player Characters and buy some high-end items. Explore this location very carefully; be sure to talk with the little girl. Then

Completing the Quest

visit the auction house, where some extremely important items are up for bid. You must have these items. Don't forget to look for items lying about on desks and on other surfaces.

Location: Zozo

Treasures: Ether (2), Thief Glove, High Potion, Flaming Knuckles, Chainsaw, Potion, X-Potion, and Shoes

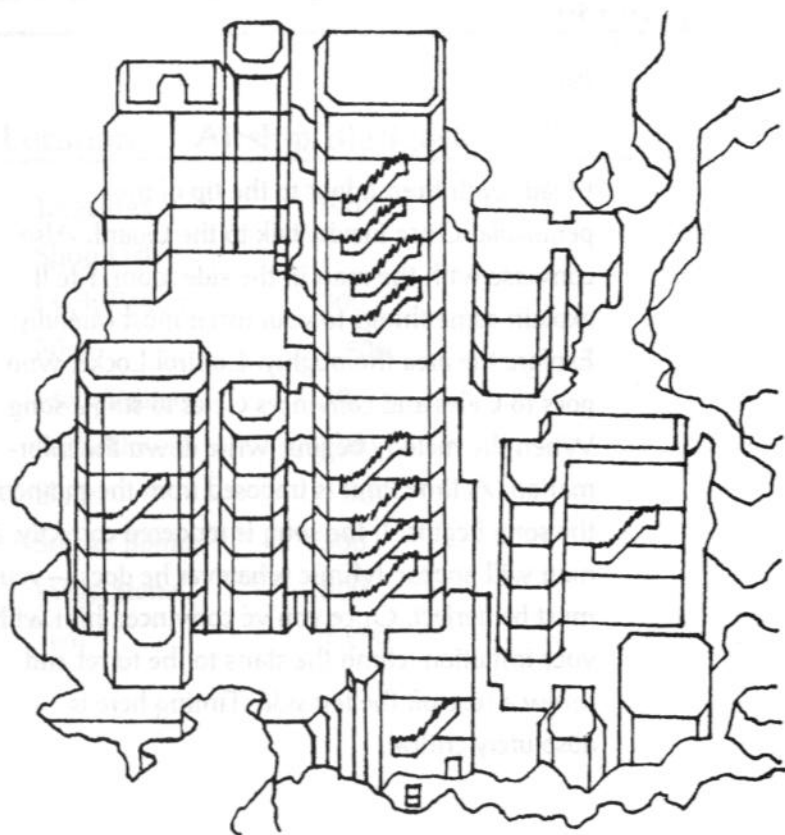


Figure 7.16
The towers of Zozo hold many secrets, including the Thief Glove. You should make finding this a priority.



Complete Final Fantasy III Forbidden Game Secrets

Shop List:	None
Scenario:	Enter from northern Jidoor by Chocobo. Remember: all the people in this area are liars. Search very, very carefully. Look for the clock and reset it to exactly 6 o'clock, 10 minutes, and 50 seconds. This will open a secret passage. Move up the tower. When you can't go any higher, leap from tower to tower. Then battle the Boss; then sit back and enjoy the cut scene.

Location: Opera House

Treasures:	None
Shop List:	None
Scenario:	Head south from Jidoor to the tip of the peninsula. Once inside, talk to the Guard. Also converse with the man in the side room. He'll explain some things to you; listen most carefully. Explore the area thoroughly. Control Locke, who goes to Celes and convinces Celes to sing a song. When the melody begins, write down the information. A time limit is imposed from the moment the song begins. If the song is rendered correctly, a man will appear. Mimic whatever he does—you must be perfect. Once you've convinced him with your imitation, climb the stairs to the turret and throw a rose off the left side. Timing here is absolutely critical.

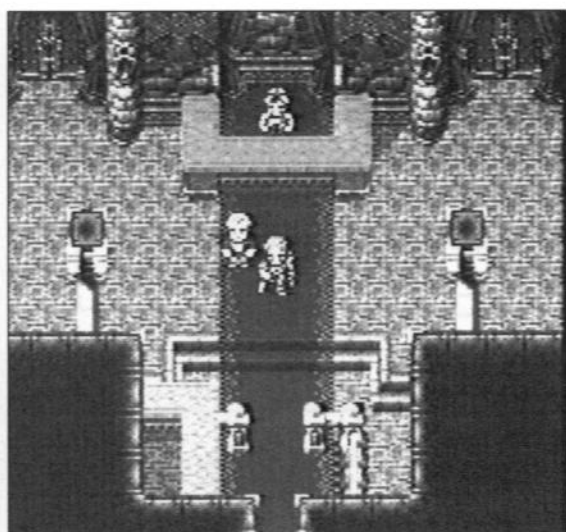


Figure 7.17 The Opera House contains one of the critical timing puzzles in the game. You must follow the instructions found here to the letter, or you will not finish the game successfully.

Location: Airship Blackjack

Treasures: None

Shop List:

High Potion: 300

Ether: 1,500

Holy Water: 500

Fenix Down: 500

Elixir: 1,000

Smoke Bomb: 300

Warp Stone: 800

Tent: 1,200



Complete Final Fantasy III Forbidden Game Secrets

Scenario: Board the airship Blackjack when Setzer, the gambler, joins your party. It will now be possible for your party to move from location to location more easily. Explore the neighboring locations, especially Albrook (which lies to the southeast), Tzen (due east), and Maranda (south).

Location: Albrook

Treasures: Ether, Elixir, X-Potion, and Warp Stone

Shop List:

Item Shop

High Potion:	300
Ether:	1,500
Holy Water:	500
Fenix Down:	500
Elixir:	1,000
Smoke Ball:	300
Warp Stone:	800
Tent:	1,200

Weapon Shop

Sword:	3,000
Dark Claw:	2,500
Cherry Blossom Wind:	3,000
Chrysanthemum Line:	1,200
Throwing Knife:	30
Katon (Sword):	500
Suiton (Blade):	500
Thunder (Sword):	500

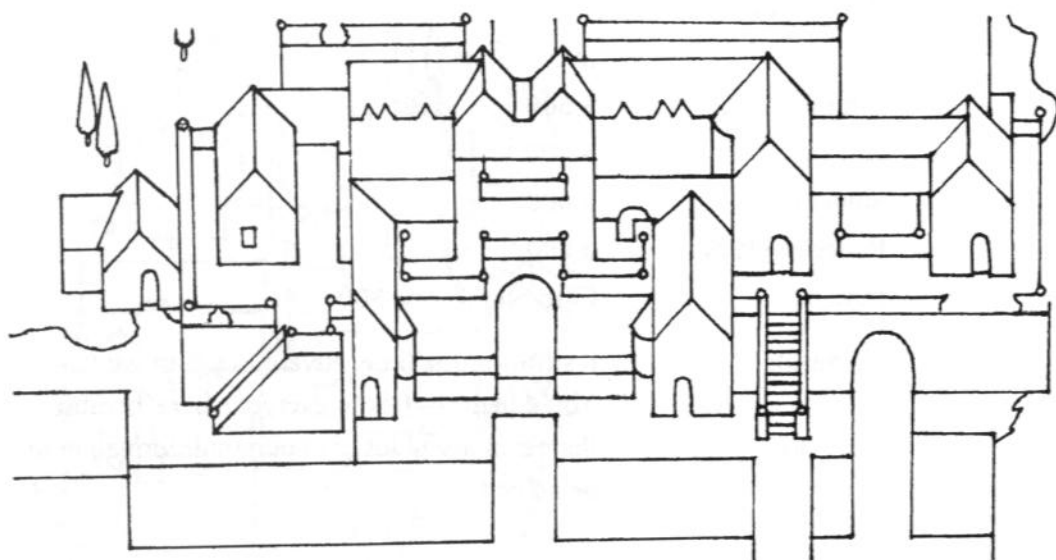


Figure 7.18 Although Vector is the capitol of the Empire, you will find that many of the most devious plans are hatched right here in Albrook.

Item Shop

High Potion:	300
Ether:	1,500
Eye Drops:	50
Elixir:	1,000
Holy Water:	500
Fenix Down:	500
Tent:	1,200
Warp Stone:	800

Armor Shop

Twisted Towel:	1,600
Priest's Hat:	3,000
White Dress:	2,200
Ninja's Dress:	1,100
Mythrial Plate:	1,200



Complete Final Fantasy III Forbidden Game Secrets

Relics Shop

Goggles:	800
Ring of Peace:	3,500
Earring:	5,500
Sniper Eye:	3,800
Reflecting Ring:	6,500
Inn:	One-Night Stay, 300

Scenario: It's chin-music time, adventurer. Can we talk? You'd better—talk to everyone here, because there's an awful lot of important information to be gained.

Location: Tzen

Treasures: None

Shop List:

Weapon Shop

Air Knife:	950
Special Sword:	3,000
Round Moon:	2,500
Boomerang:	4,500

Item Shop

X-Potion:	300
Ether:	1,500
Eye Drops:	50
Cherry:	200
Elixir:	100
Holy Water:	1,000



Figure 7.19

Because Tzen is positioned between the Empire and the Rebellion, and must trade with both in an attempt to remain neutral, you will find that its inhabitants hold a great deal of insider knowledge.

Fenix Down:	500
Tent:	1,200

Armor Shop

Priest Hat:	3,000
Mythrial Helm:	2,000
White Dress:	2,200
Ninja's Dress:	1,100
Mythrial Plate:	1,200

Relic Shop

Giant's Iron:	5,600
Earring:	5,500
Special Shoes:	5,000
Black Belt:	6,500
Inn:	One-Night Stay, 350

Scenario: A fairly minor location, but make with the chit-chat; there are many details to be learned as you move toward one of the game's several climaxes. And if you lose the Blackjack, rent a Chocobo, make better time, and save yourself some shoe leather.

Location: Maranda

Treasures: Holy Water and Elixir

Shop List:

Weapon Shop

Special Sword: 3,000

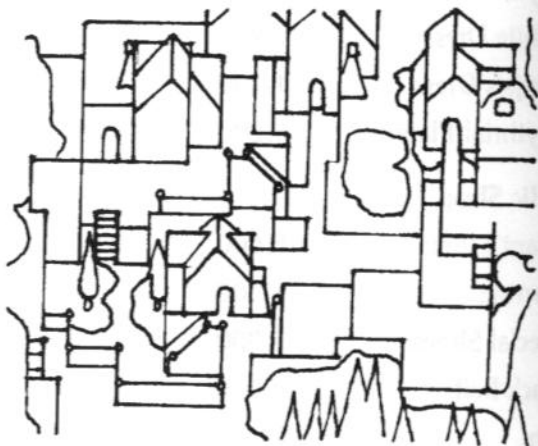
Mythrial Spear: 800

Trident: 1,700

Boomerang: 4,500

Dark Claw: 2,500

Figure 7.20
You will find traces of Empire occupation all over Maranda. Look deeper and you will learn more.





Completing the Quest

Armor Shop

Priest's Hat:	3,000
Green Comb:	3,000
Mythrial Helm:	2,000
Mythrial Plate:	1,200
Mythrial Mail:	3,500

Scenario: Once again, talk to everyone, gather all the information and treasures you can, but it now becomes obvious—all roads lead to Vector!

Location: Vector, Capital of the Empire

Treasures: None

Shop List:

Weapons Shop

Special Sword:	1,200
Dark Claw:	2,500
Magic Sword:	3,000
Cherry Blossom Sword:	3,200
Twisted Towel:	1,600
Priest's Hat:	3,000
Mythrial Plate:	1,200
Ninja's Robe:	1,100
White Dress:	2,200
Inn:	Free

Scenario: Speak with the old man in the room just to the left of the entrance to the city. Agree with him. He's a Returner sympathizer who can

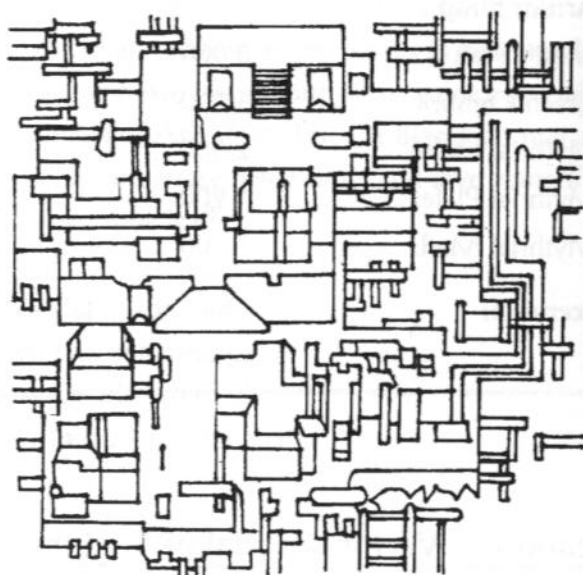


Figure 7.21
Finding your way through Vector may seem cumbersome, but you must search thoroughly to find all of Kefka's secret sources of power, such as the Magi-Tek factory.

distract the guards, allowing you to enter the Magi-Tek Factory. Answer "Yes" to his question and watch him give up his all for you.

Don't fight the guards—you'll only wind up getting thrown out of the city and be forced to restart this location. So leave them alone. Really.

Search the city extensively and talk to everyone. There's a little boy who can cure you.

Location: The Magi-Tek Factory

Treasures:	Ether, Flaming Sword, X-Potion, Thunder Blade, Elixir (Remedy), Gold Shield, Shoes, Robe, Tent, Gold Helm, and Gold Armor
Shop List:	None

Completing the Quest

Scenario:

This location is full of switches and conveyor belts, which will take you wherever you want to go. Work your way down to the bottom left-hand corridor. Be prepared for a long, hard trip. There are secret passages, so look for them. Take the conveyor down and keep up your health. Continue to work your way down where many treasures await, including Remedy (Elixir).

The second section of the Lab contains many secret passages and a suit of Killer Armor. Keep burrowing downward, then to the right, then back up to the entrance and take the conveyor belt down to the lower level, repeating the previous process. Save frequently and use Espers to combat the two bosses: Ifrit and Shiva.

After defeating them, go through the door on the right and continue up the long stairway which leads to the Magi-Tek Facility.

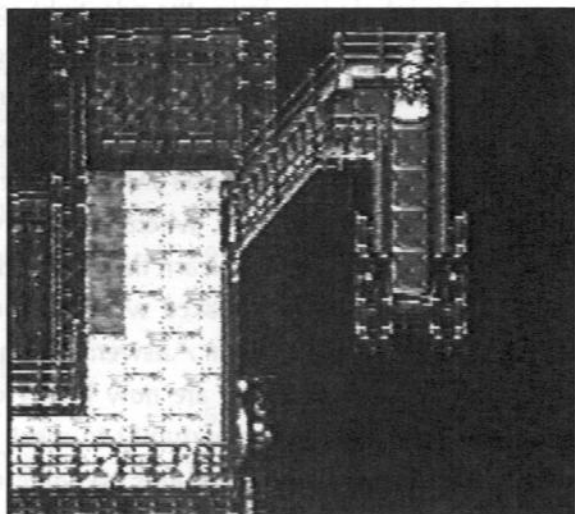


Figure 7.22

Save whenever you can inside the factory and use Espers to battle Ifrit and Shiva.



Location: Magi-Tek Research Facility

Treasures: Magical Sword
Shop List: None

Scenario: This is the place where the enslaved Espers are kept by Kefka and company. Pieces of Magicite are being converted and perverted to serve empire's corrupt needs. Go through the door at the far left and fight Boss Number 024. Defeat it and walk through the door at the top of screen. Walk north and a cut scene follows.

Once you get an Esper, immediately start learning the spells. You should be able to add another half dozen or so spells here.

Suddenly the facility begins to crumble. Flee to the right. After a long journey down an elevator, a Save point awaits you. Take the railroad/mine cart to the right for a mode-7 point of view. Enjoy the ride, fight occasionally, and face Boss Number 128. Once it's defeated, the party is returned automatically to Vector, where you meet up with Celes and experience a cut scene.

Once the noninteractive sequence concludes, prepare to face the twin Boss Cranes of Kefka after boarding the Blackjack! After you defeat them, another cut scene follows with a return to Zozo, where you will visit Terra, who is now an Esper. On this journey, you will learn the saga of the Espers.

When the exposition ends, you will be asked whether you want to Return together (with Terra) or leave without her. Answer: Return together.

Catch up on the history of Esperville. You are now briefly controlling Madvin, Terra's father, and will have the opportunity to meet her mom, Madonna. As Madvin, talk to the village Elder and everyone else, Esper and Elder alike. Also speak to the Youth in order to enter the cave. Go north and talk to Madonna; at this point a major cut scene ensues, telling the saga of Terra's birth.



Completing the Quest

From the cave, Madvin is blown out into the World of Balance, where humans live. You realize this is a flashback, a memory being experienced by Terra, who is finally acquiring a full knowledge of her past. Madvin must give up Terra to Gestahl, a kindly human.

Esperville is then sealed up, trapping its inhabitants within.

Meanwhile, get back on the Blackjack (or take a Chocobo if you lost it) and fly north to Narshe.

Location: Narshe

Treasures: 5000 Gold, Elixir, Earrings, Knife, Reflecting Ring, Thief's Bracelet, Hyper Wrist, Potion, Sleeping Bag, Ether, Elixir, Mine Treasures, Fenix Down, Sleeping Bag, and Moon Blade

Shop List:

Weapon Shop

Great Sword:	800
Mythrial Claw:	800
Kotetsu Sword:	800
Mythrial Spear:	800
Air Knife:	950
Chain Mail:	2,000
Round Moon:	2,500

Item Shop

Potion:	50
High Potion:	300
Ether:	1,500
Gold Needle:	200
Fenix Down:	500
Smoke Ball:	300

Complete Final Fantasy III Forbidden Game Secrets

Sleeping Bag:	300
Tent:	1,200

Armor Shop

Mythrial Shield:	1,200
Cap:	600
Bandana:	800
Iron Helm:	1,000
Silk Robe:	600
Iron Armor:	700

Relics Shop

Sprint Shoes:	1,500
Jewelry Ring:	7,000
Special Ring:	3,000
Barrier Ring:	800
Mythrial Iron:	1,000
Knight's Rules:	2,500
Inn:	One-Night Stay, 200

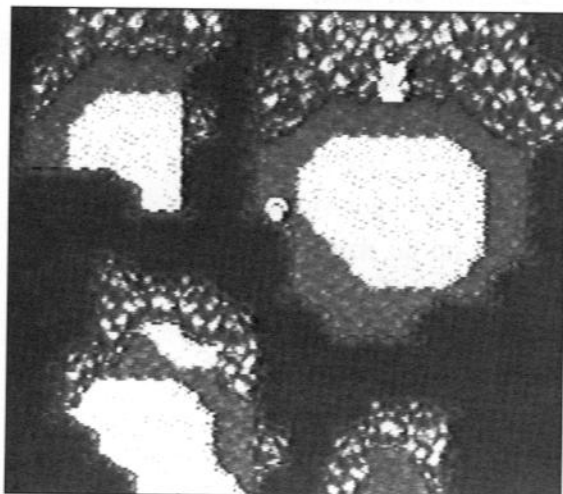


Figure 7.23 Rescue Mog and he'll join your party. After an interval, rescue Mog from the dog creatures. Celebrate with some heavy-duty shopping and head off to the Imperial Base, which can be found on the southeast portion of the lower continent.



Completing the Quest

Scenario: Return to visit Banon at Arvis' house. Search the town well. At some point, you'll overhear a pair of feral, wolf-like creatures threaten to kill Mog. You must rescue Mog, who can be found at the top of the Ice Fields. Cross the bridge to the left and, when asked to halt, stand perfectly still.

Location: Imperial Base (Lookout)

Treasures: X-Potion, Angel Feather, 8000 Gold, X-Ether, Reflecting Ring, 13000 Gold, Shoes, Elixir, 2000 Gold, and Angel Ring

Shop List: None

Scenario: Search if you like, but basically travel north, then east, along the balcony. Follow it to the stairway, head down, and exit to the right. Walk from the bridge to the mountain and enter the Cave to the Wall.

Location: Cave to the Wall

Treasures: Assassin Dagger, Wind Knife, Short Sword, X-Potion, X-Ether (3), Genji Gloves, Tent, Elixir, Magicite (3), and Ultimate Weapon

Shop List: None

Scenario: Walk through the first two sections of the cave, gathering treasures like nuts in May. You will eventually turn up in a lava-encased area full of moving walkways. Head to the southeast corner to exit, then reappear at a new location.

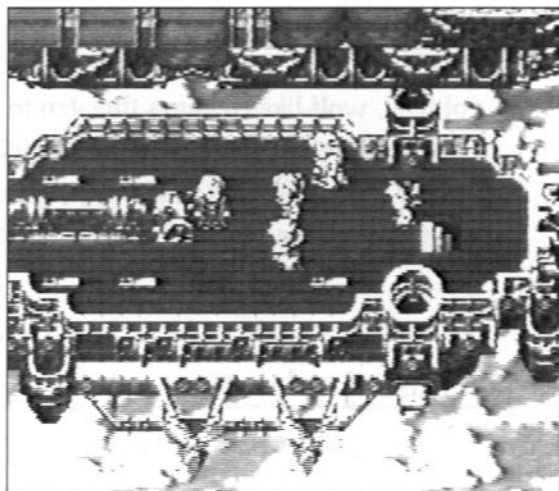


Figure 7.24. You must take the Blackjack back to Vector from the Cave to the Wall.

Continue east until you reach a huge mountain range, where you talk to and battle a Ninja. Next, locate the switch and throw it—in fact, throw any switches and step on all pressure plates encountered along the way, except the one at the point near the beginning of this area when you are asked whether or not to flip a switch—the answer is a definite No!

Check for secret passageways. When you find one, open it and move through it.

In the next section, continue east and reappear in the next chamber. A cut scene follows, in which the adventurers head to Esper's Mountain to get the help of the supernatural creatures. However, Kefka sticks his oar in and the Espers are freed, but they're not in the mood to make alliances. They're enraged at having been trapped for so many years and their initial reaction is to go on a rampage. After the Espers leave, the mountain is again sealed.

Following the cut scene, return to the chamber and exit at the southwest corner. This takes you back to the first chamber and outside the mountain. Cross over the bridge to the Blackjack and head for the capital city, Vector.

Completing the Quest

Location: Vector

Treasures: None

Shop List:

Weapons Shop

Special Sword: 1,200

Dark Claw: 2,500

Magic Sword: 3,000

Cherry Blossom Sword: 3,200

Twisted Towel: 1,600

Priest's Hat: 3,000

Mythrial Plate: 1,200

Ninja's Robe: 1,100

White Dress: 2,200

Inn: Free

Scenario: In a cut scene, the airship Blackjack crashes to the ground in the wake of the Esper rampage.

Talk to everyone here in the capital—they often have a good slant on what's happening in the Empire. The city is also in ruins as a result of the maddened Espers' attack.

Buy stuff, talk to characters, and continue north to reach the top of city and enter the Imperial Castle.



Complete Final Fantasy III Forbidden Game Secrets

Location: The Imperial Castle

Treasures:	Hair Pin, Holy Water, Ether, and X-Potion
Shop List:	None
Scenario:	Take the time to speak fully with Gestahl. Also, become intimately familiar with the castle—guard locations and so on. You have a five-minute time limit. Some guards fight, some don't, but you need to battle and defeat them all in order to gain points. Throughout this entire sequence, the player is granted transparent points for defeating enemies and for a clever tongue. Again, the points are not mentioned onscreen, but they are there. And the guards who don't surrender points have valuable information.

Then enjoy an elegant dinner with your companions and the King, who feels terrible about Kefka's excesses and has already arrested him. Discuss world events, and answer a series of questions from the King:

1. When the King asks to whom you should dedicate your toast, answer "Our Hometowns."
2. When the King asks what to do about Kefka, languishing in jail, respond: "Leave in jail."
3. The King then brings up the fact that Kefka poisoned Doma's water supply. When you're asked for your opinion of this activity, tell him it was "Inexcusable."
4. On the question of Celes and her loyalties (she was once an Imperial General, after all), back her up firmly, declaring Celes "One of us."
5. The King then asks whether the party wishes to ask him any further

Completing the Quest

questions. Three options appear on screen: ask each question, but only once each.

6. You'll be asked whether you want to keep playing. Answer in the affirmative, then get up and go to talk to the King's guards. The discussion will lead to battle, but if you defeat the guards, you win important points or get information, and they will respect you and your party.
7. You are asked if everyone wishes to sit down and resume dinner. Say "Yes."
8. The King will ask whether there are any more questions. Ask the King whether the war is truly over, and he will acknowledge that it is.

Following this sequence, the King asks you and your party a favor: the Espers seriously trashed the Empire and the King wants Terra to act as a go-between. He wants you and the party to travel to Crescent Island, where Terra can convince them the Empire is sorry and wishes to mend its former ways. The King asks if you will go. Say you will. Delighted, the King announces that his finest soldier, General Leo, will meet the party in Albrook.

After dinner, get an update on the situation in South Figaro (and find out what you've won), and head south to Albrook.

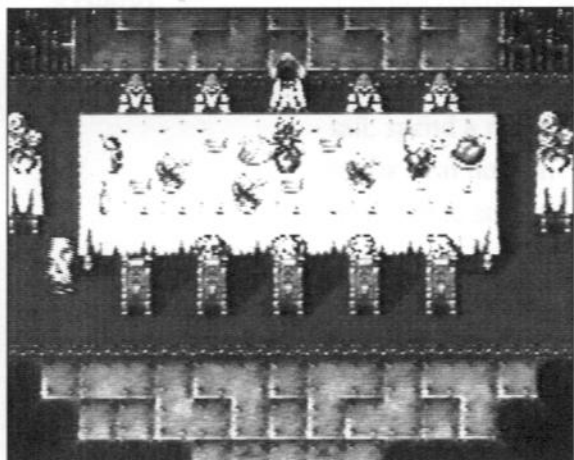


Figure 7.25
Consider your words carefully
when conversing with the King.



Complete Final Fantasy III Forbidden Game Secrets

Location: **Albrook**

Treasures: Ether, Elixir, X-Potion, and Warp Stone

Shop List:

Item Shop

High Potion:	300
Ether:	1,500
Holy Water:	500
Fenix Down:	500
Elixir:	1,000
Smoke Ball:	300
Teleportation Stone:	800
Tent:	1,200

Weapon Shop

Sword:	3,000
Dark Claw:	2,500
Cherry Blossom Wind:	3,000
Chrysanthemum Line:	1,200
Throwing Knife:	30
Katon (Sword):	500
Suiton (Blade):	500
Thunder (Sword):	500

Item Shop

High Potion:	300
Ether:	1,500
Eye Drops:	50
Elixir:	1,000



Completing the Quest

Holy Water:	500
Fenix Down:	500
Tent:	1,200
Warp Stone:	800

Armor Shop

Twisted Towel:	1,600
Priest's Hat:	3,000
White Dress:	2,200
Ninja's Dress:	1,100
Mythrial Plate:	1,200

Relics Shop

Goggles:	800
Ring of Peace:	3,500
Earring:	5,500
Sniper Eye:	3,800
Reflecting Ring:	6,500
Inn:	One-Night Stay, 300

Scenario: Talk to everyone. Once your shopping is over, make your way to the boat dock and meet up with General Leo and a ship. But before setting sail, spend a night here in town and rest. Return to the boat dock the next morning, refreshed, and head out to sea and a very long cut scene.



Complete Final Fantasy III Forbidden Game Secrets

Location: Village of Thamasa

Treasures: Eye Drops, Golden Needle, Mother's Ring, and Echo Screen

Shop List:

Weapon Shop

Mythrial Rod:	500
Fire Rod:	3,000
Ice Rod:	3,000
Ikazuchi Rod:	3,000
Darts:	10,000
Heavy Lance:	10,000
Morning Star:	5,000
Hawkeye:	6,000

Armor Shop

Gold Shield:	2,500
Tiara:	3,000
Gold Helm:	1,000
Tiger Mask:	2,500
Mystic Veil:	5,500
Gold Armor:	10,000
Power Sash:	5,000
Earth Dress:	6,000

Item Shop

Potion:	50
High Potion:	300
Ether:	1,500
Elixir:	1,000

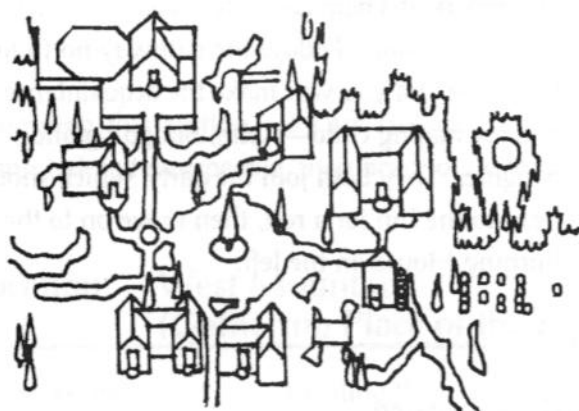


Figure 7.26
Although Thamasa is very xenophobic, you can find two excellent travelling companions here.

Teleportation Stone:	700
Sacred Water:	300
Fenix Down:	500
Tent:	1,200

Relic Shop

Earring:	5,000
Sniper Eye:	3,000
Special Shoes:	7,000
Reflecting Ring:	6,000
Black Belt:	5,000
Dragon Knight Shoes:	9,000
Sprint Shoes:	1,500
Inn:	One-Night Stay (First), 1,500
One-Night Stay:	1

Scenario: Disembark at Thamasa, where you will meet an old man (Strago). Follow the pathway north to his house and you will make the acquaintance of a fascinating child—Relm, Strago's granddaughter. They both join the party, which should head to the Inn for a rest, then move on to the Burning House on the left.

Location: The Burning House

Treasures: Fire Rod and Ice Rod

Shop List: None

Scenario: Enter the house that is already ablaze when you spot it. Head to the first door straight ahead, then go north, north again, west, north, then east, and open the second door. Go straight up and

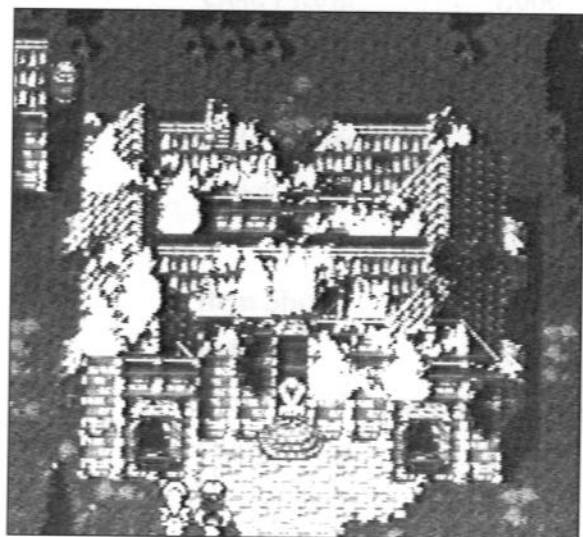


Figure 7.27
As part of your quest, you must enter the burning house and face Flame Eater at a buffet!

Completing the Quest

prepare to face Boss Flame Eater, after which a cut scene ensues.

Following this section, you are still in Thamasa. Look around, purchase items, talk to townspeople, then head to the West Mountain.

Location: **West Mountain** (Gathering Place of the Espers)

Treasures:	Healing Rod, Chocobo Suit, Cat Suit, and X-Potion
Shop List:	None
Scenario:	Head west, around the mountains. Once you're inside the first section of the mountain, head for the exit on the lower left. You'll emerge outside the mountain. Cross the bridge and reenter on the left.

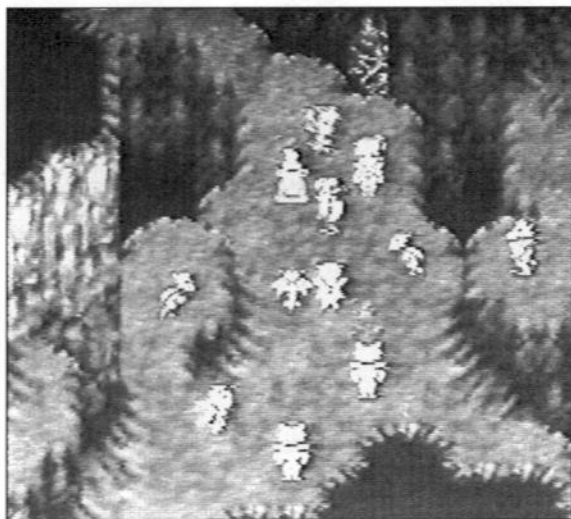


Figure 7.28
You must check this location carefully for treasures or you will miss a vital artifact.

Complete Final Fantasy III Forbidden Game Secrets

Once you're back inside the mountain, head south and take the first right. Look closely for the somewhat hidden exit on the right. Emerge outside the mountain, head up along the pathway, and re-enter the mountain. Then enter an area chock-full of goodies, but head essentially toward the southeast corner to exit.

A cut scene follows, after which you must fight Boss Ultros. Defeat him, then head to the north exit and emerge in a new chamber with a Save point and three pressure plates. Step on the lowest plate and find yourself returned to an earlier chamber. Head to the north exit, where a cut scene shows hidden Espers, who are hiding from Kefka.

General Leo briefly battles Kefka, but he's overmatched and killed. Kefka then releases the Espers and transforms them into Magicite.

We also learn that the Blackjack has been repaired. Return to town to talk with people, buy items, and so on. Then leave town and board the airship. A cut scene follows, explaining the great catastrophe that is about to befall the world—because Kefka's been fooling around with the three Esper Statues (from which he draws his power) on the Floating Continent, which literally floats in the sky.

Kefka's folly is about to cause a mighty cataclysm. The planet itself is beginning to come apart at the seams, and the World of Balance is about to be destroyed—unless you and your party can reach the Floating (Enchanted) Continent in time to reverse the process.

The player is now offered a choice: Go to the Floating Continent or Lift Off. Make sure everyone in your party is up to full health before facing this terrible challenge. There won't be much opportunity to restore characters if you enter the levitating land with weak ones, so don't ask to be transported there unless you're truly ready.

Completing the Quest

Location: The Floating Continent

Treasures:	Great Sword, Beret, and Elixir
Shop List:	None
Scenario:	When you initially leap onto the Floating Continent, make use of the Save point located at your entrance point. Shadow waits below to join your party. The levitating land contains a plethora of hidden switches, pressure plates, and the most powerful monsters you've encountered so far.

Travel in a generally eastward direction. Initially, stick to the pathway. Search for a switch at the northern end of the first area and throw it, unveiling a stairway that transports you to a new section further south.

Move toward the east, while also exploring the lower region. Use transporters to change location, and always keep an eye open for pressure plates and/or switches.

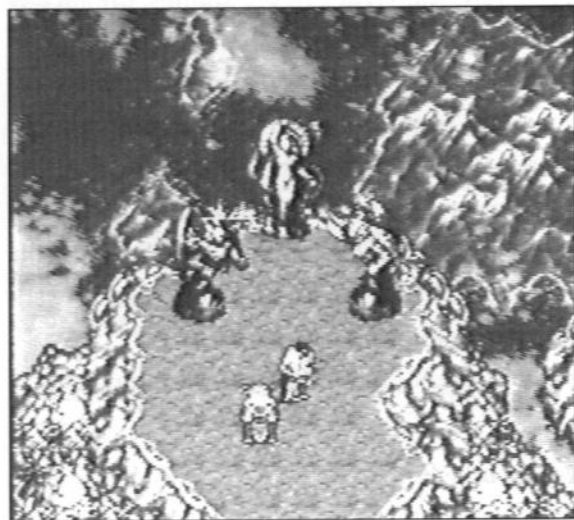


Figure 7.29
Save Shadow if you can, but you must escape the Floating Continent before it falls apart or the game is over.



Complete Final Fantasy III Forbidden Game Secrets

Treasures look slightly different here, more like science-fictional blue spheres than like the traditional banded wooden chest. There's also a very important switch in the southeastern area; when triggered, it joins two sections of pathway together, allowing easy transit east over a great distance. Cross it, then head north. When you reach the point where the pathway curves around to the south, follow it in that direction until you reach a stairway.

Walk up the stairs, register a Save point, and chill out.

Next, head due north, then west at the first turn. Throw the switch waiting there, which will create another pathway for movement west to a new location. Walk straight down to where the airship is docked.

This is a last-exit situation. At this point you can back off, bring the party up to full health, buy an extra sword, or pump up the experience level. Otherwise, head west a few steps and then up the pathway, then tackle Boss Atma Weapon. Defeat him, then head to the Save point in the southeast corner. Restore health and return to the previous location (where you fought Atma Weapon). You then face Kefka in a lengthy cut scene, which ends with Kefka moving the three Esper statues that are the source of his magical prowess. This sets in motion an event that will forever change the face of the planet.

Remember, you're under the gun here, timewise. This is a time-limit situation in which you must escape from the Floating Continent or be destroyed along with it. Head back southeast along the same path you came in on and head toward the northeastern tip of the landmass, where you'll face Boss Nerpa. Once you've defeated it, race to the far eastern tip of the peninsula. If there's time, save Shadow. However, don't put yourself at serious risk—you can finish the game without him.

The destruction marks the end of the World of Balance and the dawn of the World of Ruin.



Completing the Quest

Location: The Solitary Island

Treasures:	None
Shop List:	None
Scenario:	The second half of the macro-game begins here, where you (as Celes) awaken in Cid's house. He has been caring for you constantly over the past year since the world crumbled.

Visit the basement; see what's there. Head down to the water and catch some fish—it'll make Cid feel better. Some fish taste better than others, and catching them by hand can be a slippery business.

Search the island well, keeping in mind that this is a tough area. Go to the top of the island from outside the house and look for a hidden area.

Cid dies; Celes is inconsolable. In a dramatic cut scene, she attempts suicide, but a tiny dove revives her after she throws herself off a waterfall. Read Cid's letter, found in his dead hand, and make sure you locate the raft in the basement. Take to the sea and set sail for Tzen; stop at other locations along the way (including an area just outside Albrook).

Talk. Learn. Grow. And travel north to Tzen.

Location: Tzen (House About to Fall)

Treasures:	Heal Rod, Holy Rod, Ether, Hyper Wrist, Magicite, and Blood Sword
Shop List:	None
Scenario:	As you enter Tzen, you will see Sabin, who is holding up a crumbling house. You must enter the home and rescue the child trapped inside. Once inside the house, exit through the north door, continue north, then turn west at the corner.

Complete Final Fantasy III Forbidden Game Secrets

Go through the door just before the west end of the house, head downstairs. Go through the door. You'll find the child in this room, hiding up on the fireplace. The child will gratefully jump into Celes's arms. Take the youngster and leave the house. Remember, a time limit is imposed the instant you enter the house.

Sabin is so impressed by your courage that he joins the party. Talk to people. Learn the scene. Get everyone's slant on this grave new world and prepare to embark on a lo-o-o-ng journey to Mobliz, which lies far to the east.

Location: Mobliz (Orphan's House)

Treasures: None

Shop List: None

Scenario: You enter from the east. Move past the first few buildings to a house in the southwest part of Mobliz. There you will find an orphanage and,



Figure 7.30
You will find the orphanage in Mobliz.



Completing the Quest

naturally, will encounter quite a few children. Talk to everyone, including Terra (who isn't ready to join the party yet), and gather as much information as possible. Eventually Boss Phunbaba shows up. Enter from the east; head past the first buildings to the house at the southwest. There you encounter many children and other characters. Talk to everyone, including Terra (who isn't prepared to join just yet). Boss Phunbaba appears and Terra fights him, but it's a serious mismatch. He wounds Terra; Sabin and Celes are forced to join the fight and must defeat Phunbaba (watch out for that Phunbaba Breath, baby!). Defeat him. Next, locate the Chocobo force just to the south of Mobliz.

Location: Harbor Town Nikeah

Treasures: Elixir

Shop List:

Weapon Shop

Mythrial Claw:	800
Sword:	800
Mythrial Plate:	800
Loon Blade:	7,500
Flame Blade:	7,000
Ice Brand:	7,000
Thunder Blade:	7,000
Special Sword:	10,000



Complete Final Fantasy III Forbidden Game Secrets

Armor Shop

Diamond Shield:	3,500
Priest's Hat:	3,000
Green Beret:	3,000
Diamond Helmet:	8,000
Earth Dress:	6,000
Power Sash:	5,000
Diamond Breast Plate:	12,000
Large Shield:	400
Cap:	250
Cap:	600
Bandana:	800
Iron Helm:	1,000
Karate Clothes:	250
Silk Robe:	600
Iron Armor:	700

Item Shop

Potion:	50
High Potion:	300
Echo Screen:	100
Smoke Ball:	300
Cherry:	200
Fenix Down:	500
Sleeping Bag:	300
Tent:	1,200

Relics Shop

Goggles:	800
Star Pendant:	1,500
White Cape:	5,700



Completing the Quest

Fairy Ring:	3,000
White Cape:	5,000
Angel Ring:	8,000
Soft Wind Coat:	7,000
Fast Hair Comb:	8,000
Hyper List:	8,000
Beads:	4,000
Amulet:	5,000
Princess Ring:	3,000
Chocobo House:	One Use, 80
Inn:	One-Night Stay, 150

Item Shop

High Potion:	300
Ether:	1,500
Gold Needle:	200
Fenix Down:	500
Holy Water:	300
Elixir:	1,000
Sleeping Bag:	500
Tent:	1,200
Chocobo House:	One Ride, 80

Scenario: When you enter Nikeah, talk to everyone, especially someone you may have known in the past. Talk to him and to many other less-than-respectable citizens. Visit the boat dock. Spend a night and try to locate a character called Gerad, who is, in reality, King Edgar in disguise. Eventually, return to the dock, where a non-interactive sequence picks up the action.



Location: South Figaro

Treasures: Cherry, Potion, Fenix Down, Potion (2),
Work Stone, Elixir, 500 Gold, 1000 Gold,
1500 Gold, Hyper Wrist, Special Shoes,
Iron Armor, Earrings, Great Sword, Large
Shield, Strong Ether, X-Potion, and Ribbon

Shop List:

Weapon Shop

Dagger:	150
Mythrial Knife:	300
Mythrial Sword:	450
Great Sword:	800
Blast Voice:	500
Bio Blast:	750

Item Shop

Potion:	50
Antidote:	50
Gold Needle:	200
Eye Drop:	50
Echo Screen:	100
Fenix Down (Fenix Tail):	500
Sleeping Bag:	300
Tent:	1,200

Armor Shop

Bucklar:	200
Large Shield:	400



Completing the Quest

Hair Comb:	150
Cap:	250
Cotton Robe:	200
Karate Clothes:	250

Relics Shop

Sprint Shoes:	1,500
Goggles:	800
Star Pendant:	1,500
Jewel Ring:	2,000
Knight's Rules:	2,500
Inn:	One-Night Stay, 80
Chocobo Shop:	One Use, 80

Scenario: You're now in South Figaro, where a ship can take you to Nikeah unless you need to shop. Look in at the Inn for Gerad/Edgar and talk to him. He'll still deny his identity, since he's on a mission. Walk, talk, learn. Walk or, preferably, take a Chocobo to South Figaro Cave, which you explored earlier in the game. Work your way back to Recovery Spring. (You remember where that is, don't you? If not, refer back to the earlier entry in this chapter.) Once you arrive there, a cut scene ensues. When the game returns to interactivity, jumping characters will appear. Mimic them.

To get to the castle, keep following exits to the left until you enter Castle Figaro.



Complete Final Fantasy III Forbidden Game Secrets

Location: **Castle Figaro**

Treasures: Golden Needle, Potion, Antidote, and Fenix Down

Shop List:

Item Shop

Potion:	50
Ether:	1,500
Antidote:	50
Gold Needle:	200
Echo Screen:	100
Fenix Down:	500
Sleeping Bag:	300
Tent:	1,200

Weapon Shop

Auto Bow Gun:	250
Blast Voice:	500
Bio Blast:	750

Scenario: Gerad is waiting in the castle basement to reveal his identity. From the basement, work your way back to the Engineering Room. Follow the path to the stairs, down to a new room. Head to the exit. In the next room, take the middle door on the north wall and walk straight up the path to the door, behind which you will find Gerad/King Edgar, who, in a cut scene, explains why he has remained incognito.

When the action resumes, take on Boss Tentacles and give him no quarter. After a cut scene, head to the exit. Talk to the old man in the control room

Completing the Quest

and you'll kick off an impressive sequence in which the castle's turbos begin to turn, pulling the fortress up out of the sand.

Shop, chit-chat, and do your normal business, but return to the control room one more time and talk to the old man again. He will ask you if you want to go to Kohlingen.

Yes. You do.

Location: Kohlingen

Treasures: Elixir and Green Beret

Shop List:

Weapon Shop

Air Knife: 900

Chain Frail: 2,000

Round Moon: 2,500

Throwing Knife: 30

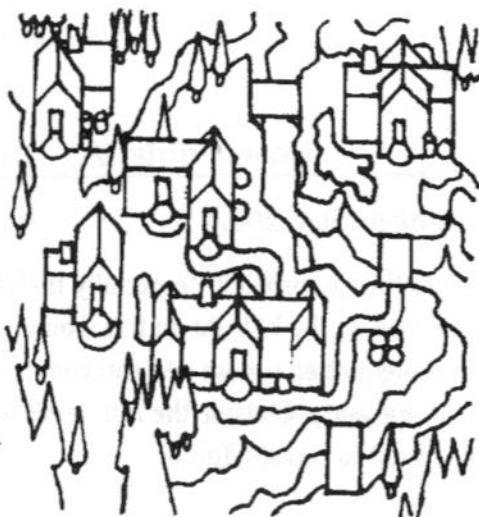


Figure 7.31

You must return to Kohlingen, home province of Locke Cole, in order to re-recruit prior party members.



Complete Final Fantasy III Forbidden Game Secrets

Katon (Fire):	500
Suiton (Water):	500
Thunder:	500
Leaf-Hiding Technique:	250

Armor Shop

Mythrial Shield:	1,200
Cap:	800
Bandana:	800
Iron Helm:	1,000
Iron Armor:	700
Silk Robe:	600
Twisted Towel:	1,600

Item Shop

High Potion:	300
Ether:	1,500
Holy Water:	500
Antidote:	50
Cherry:	200
Fenix Down:	500
Sleeping Bag:	300
Tent:	1,200
Inn:	One-Night Stay, 200

Scenario: Talk to the townspeople, especially the old man in the house on the hill. At an Inn, you will also encounter Setzer, whom you can convince to rejoin the party. Outside the Inn, leave town and head west to Darill's Tomb.



Completing the Quest

Location: Darill's Tomb

- Treasures:** Helm, Crystal Mail, Princess Dress, Experience Egg, and Man-Eater Sword
- Shop List:** C'mon, it's a guy's grave!
- Scenario:** Master airship builder Darill was a friend of Setzer's. Enter his tomb. Head straight south, then enter a door in the southwest corner and head downstairs. Look carefully in the room; locate the secret passageway (there's a must-have item secreted in here).

There are switches in the labyrinth. Some raise the water level and others lower it, allowing you to cross over into new areas. Work your way back out to the area with many doors. Take the exit at the bottom center. Then jump onto the turtle and out the exit. Repeat this operation in the next room, moving east. Get off at the northeast corner and head north (Save point!) and through the exit. Then north again to face Boss Dullahan. Kick his ugly buttocks and leave. Walk down the stairway and talk about life with the others. Share. Grow. You are then taken to the Falcon, which was built by Darill and has been in storage.

Location: Airship Falcon

- Treasures:** None
- Shop List:** None
- Scenario:** The ship and crew take off in a great cut scene, which includes conversations among crew members. They follow a dove to its destination: Maranda.

Location: Maranda

Scenario:

Talk to Non-Player Characters, get all the information you can. Remember to send a message by carrier pigeon. You can also travel to the Colosseum at this point to win high-end weapons. Why, you might even become acquainted with a certain shadowy Ninja from your past, but it won't be easy.

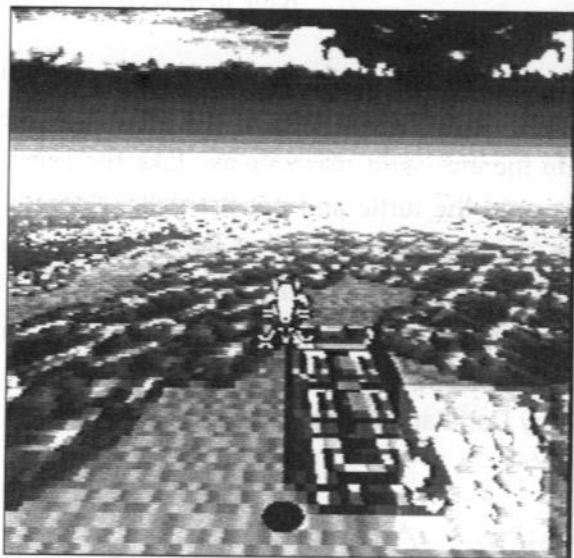


Fig 7.32

Late in the game, still smarting from the loss of the Blackjack, you can find a wonderful surprise—a new airship!

Location: Mt. Zozo

Treasures:

Red Cap, Ice Shield, Thunder Shield, Aegis Shield, Gold Hair Pin, Locked Treasure Box, Key, Ether (2), Thief Glove, High Potion, Flaming Knuckles, Chainsaw, Potion, X-Potion, and Shoes

Completing the Quest

- Shop List:** None
- Scenario:** Enter through Zozo and locate the de-rusting agent. Talk to everyone. Explore. Then go back up through the tower with the rusted door and make your way through the passages that lead into the cave. Now inside Mt. Zozo, head straight for the exit at the north. You'll emerge outside, cross the bridge, then re-enter from the other side. Walk west to the Save point. Then follow the path to the north, open the treasure, and face Boss Storm Dragon. Defeat it and warp back to outside Mt. Zozo. Reboard the Falcon and head to an area just west of Castle Doma. (It isn't marked on the *Final Fantasy III* map.)

Location: Cave in the Veldt/Cave of the Beasts

- Treasures:** Ring, Tiger Claws, and Knife
- Shop List:** None
- Scenario:** Movement through the cave is tricky. Take the



Figure 7.33
You must face both the Dead and the Undead Sir Behemoth here.



Complete Final Fantasy III Forbidden Game Secrets

second entrance on the right, follow the pathway due north, and exit, heading downstairs through the exit on the west side. Move through a secret passageway, taking the middle door, and follow it down to the next chamber, then continue south. After emerging into the next chamber, follow the passageway southeast, then walk due south and exit on the east wall. Move upstairs and out through the exit on the second level, then face Boss Sir Behemoth (he comes in both Dead and Undead flavors).

Don't forget to use the Save points and rescue a companion when the opportunity arises. Throw the switches, then meet up with Relm again.

Location: **Owser's Residence**

Treasures:	Moogle Suit, Undead Ring, and Magicite
Shop List:	None
Scenario:	This is in Jidoor, back to the west, which you reach by airship. When you arrive, walk into the mansion at the top of the city. If you've listened carefully to the Non-Player Characters, you know you should enter the room while it's dark. Make sure you've read the diary. Turn the lights on, then head upstairs and look at all the pictures in the gallery, especially the one in the bottom left-hand corner. You will emerge in a small room. Go downstairs, then enter the second door. Follow the hallway north to the three doors and enter the third one on the right. Go north, then turn east and exit through the door. Continue all

Completing the Quest

the way to the last door at the top and enter. Then walk through the door to face Boss Chadarnook and rescue Relm.

Location: Fanatics' Tower

- Treasures:** Safety Bit, Air Anchor, Genji Shield, Sword, Force Armor, and Gem Box
- Shop List:** None
- Scenario:** Meet Strago and talk with him. He's a cheerful type. Characters are now gathered in various locations. Attempt to scale the stairs to the tower's peak. Keep struggling along. You'll face Boss White Dragon here. Once you reach the top, enter the tower room and get the Gembox. Leave and face Boss Magi Master. Once you've defeated him, continue down the stairs.

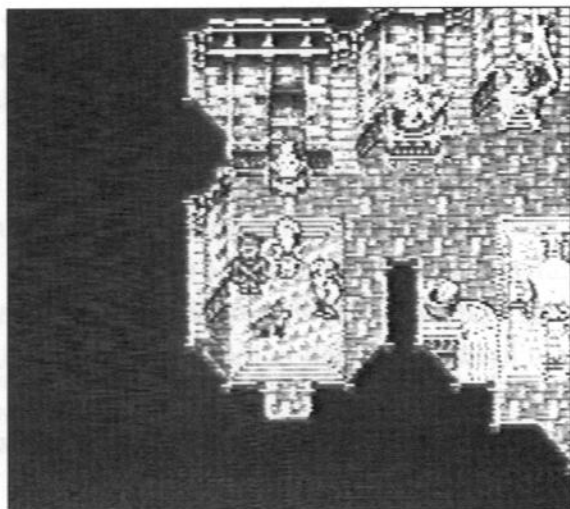


Figure 7.34
You will meet Strago here—a very cheerful man.



Complete Final Fantasy III Forbidden Game Secrets

Location: Fenix Cave

Treasures:	Sword, Empty Treasures Boxes (3), Warp Stone, Ribbon, and Sword
Shop List:	None
Scenario:	This location is accessible only by air, and is located just southwest of Fanatics' Tower. The party splits into two groups here. Once inside, step on the pressure plates, open doors, and work with your party. Attempt to find the second pressure plate. Open the door on the right; work your way east and then south to the plate. With the alternative party, go north to the point where the cave curves south and follow it. Head south.

With the original party, make your way north. Remember to throw the switches.

Bring the alternative party along the pathway south to the curving north exit. Then go north and enter the small passageway that curves south; then move north and find the switch.

The original party then heads north to the next passageway and waits for the alternative party, which must travel north through the passageway until emerging in a small area with a pathway leading to an island with a pressure plate.

The original party heads west, then south, and emerges in a new room. Head west and you will automatically jump onto the platform and travel to the north exit. Then travel northwest and hit the switch.

The alternate party heads west and steps on the pressure plate in order to free the other party to head down south to the Red Dragon Boss, then back up to the pressure-plate platforms. Stand on the top platform.

The original party walks south through a restricted pathway, following

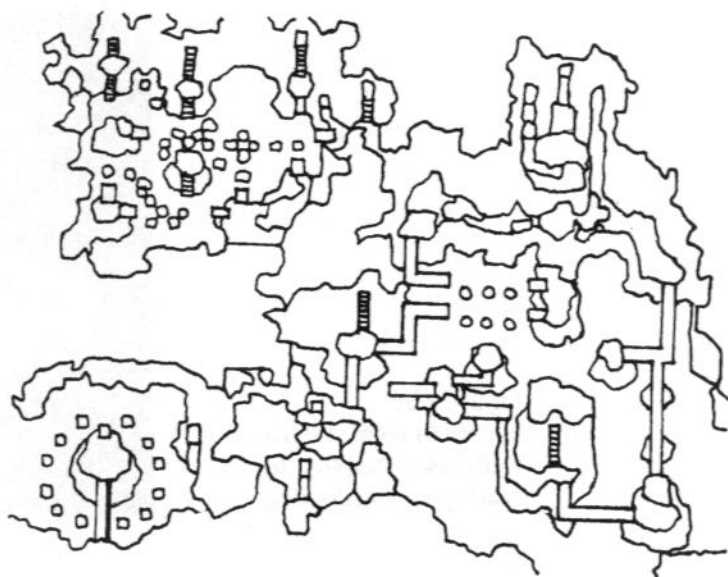
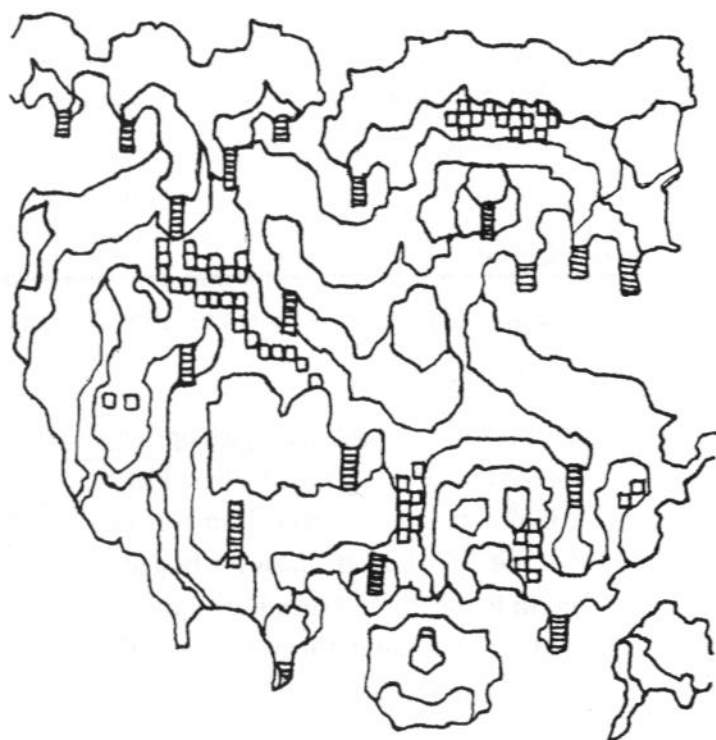


Figure 7.35
The Cave of the Fenix isn't too difficult a maze – if you pay attention to detail and use all the switches and pressure plates.

it along, emerging where the other party can join up with them. Move both teams to the south, where you find more pressure plates, and stand on both. Go south to the exit, then head east to an island encased in lava and talk to Locke.

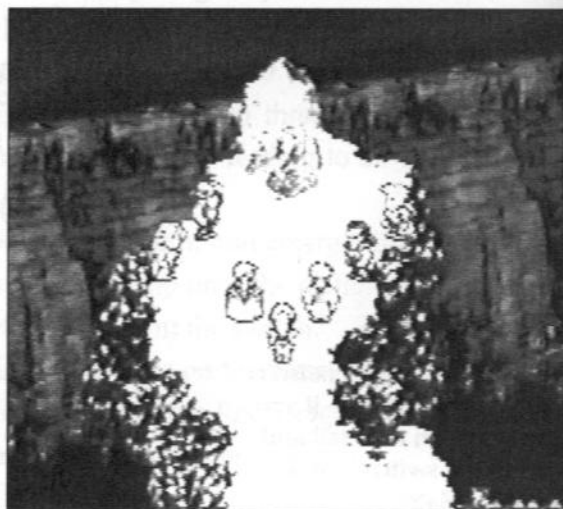
Location: Umaro's Cave

Treasures: X-Ether and Gauntlet

Shop List: None

Scenario: First return to Mobliz and pick up Terra if you haven't done so, then battle Boss Phunbaba. Head to the frozen ice fields in Narshe and fight the Boss Ice Dragon. Cross the bridge and head north to the frozen Esper. Defeat the Esper Boss and go south down the passageway that leads to the back of the Narshe mines.

Figure 7.36
You must cross the frozen
icefields of Narshe to
reach your destination.





Completing the Quest

Make sure Mog is with you, or Umaro the Snowman won't join your party. To get where you're going, enter the cave and go up the stairs at the north. Follow the path east and down the stairways leading south. In the new chamber, just go left, follow the little cobblestone platform around, then swing north with it. At the end of the path, search the northeast corner for trapdoors, of which there are many. Follow the pathway to the second trapdoor, where you fall to the next area. Walk north to the passageway. Search the center of the area near the statue and face Boss Umaro.

Location: GoGo's Cave

Treasures:	Genji Armor, Magic Brush, Fake Mustache, X-Ether, Red Jacket, Wind Cape, Hero's Ring, and Weapon
Shop List:	None
Scenario:	Located on Triangle's Island, just east of Narshe, you enter this cave in a somewhat unusual manner: a vacuum-like creature sucks party members into its body and all awaken inside a cave. From this starting point, take the stairway south to an area filled with what appear to be partially destroyed bridges. Avoid the guards. The object: Walk to the edge of the bridge and jump. Get all the way to the left-hand side, then take the passageway south. From there, go north (use the Save point), which leads to a room where the ceiling is rising and falling. Make your way to the southwest exit and emerge in a new room. Take the south exit. You must reach the pressure plates to complete the bridges. When you reach



Complete Final Fantasy III Forbidden Game Secrets

them, head back and get Go Go—who has the power of mimicry—and get him to join your party, then head for the Ancient Castle.

Location: Cave to Ancient Castle

Treasures:	Knife, X-Ether, Gradius Sword, Death Darts, Magicite, and X-Potion
Shop List:	None
Scenario:	The only way to reach the castle is through these caves, and you can't get to the caves unless you return to Castle Figaro and ask travel directions to Kohlingen. You won't make it there, however, since you'll encounter the caves along the way, which leads to the old castle.

Once at the caves, you'll be asked whether you want to continue on (to the castle) or explore the caves. Opt to explore. Enter Castle Figaro's prison area (in the basement) and move along into the cave. Once in the cave, follow the pathway along the northeast wall to a passageway leading south into the next room. The exit from this chamber area is in the northwest, but it must be reached through partially hidden pathways.

Go downstairs to the middle of the next chamber and take the stairs north to the next room, which leads directly to the Ancient Castle.

Location: The Ancient Castle

Treasures:	Blizzard Orb, Gold Hair Pin, Merit Award, Sword, and X-Ether
Shop List:	None
Scenario:	Walk due north to the long stairway leading into

Completing the Quest

the castle. Continue north into the next chamber. Go to the statue and receive Magicite. Look very, very carefully on the raised area—actually, don't look, simply walk everywhere, since you must step on an invisible pressure plate. This opens a secret passageway to the east. Continue east and search with great care. You wouldn't want to miss anything important now. Find the passageway at the northeast corner, heading down. Here you will face the Blue Dragon Boss. Defeat him and you'll find more Magicite. This Magicite is capable of powering up the piece you found earlier to the next level. Exit and return to Figaro Castle.

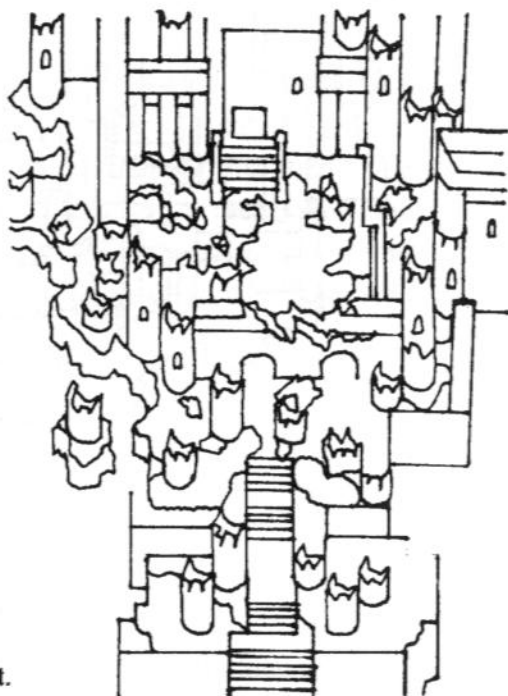
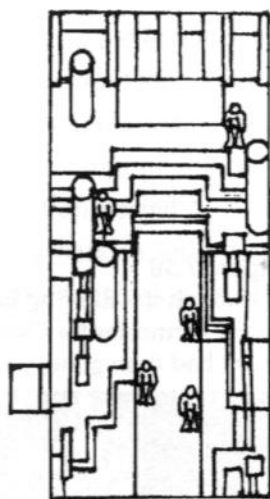


Figure 7.37
You must defeat the Blue Dragon in Ancient Castle to continue your quest.

Location: Castle Doma

Treasures:	Elixir, X-Potion, Elixir, X-Ether, Fenix Down, and Beads
Shop List:	None
Scenario:	Return to Castle Doma from Castle Figaro. Search Castle Doma with a fine-tooth comb. Spend the night. Don't leave; to reach the Dungeon of Dreams, you must spend a night here.

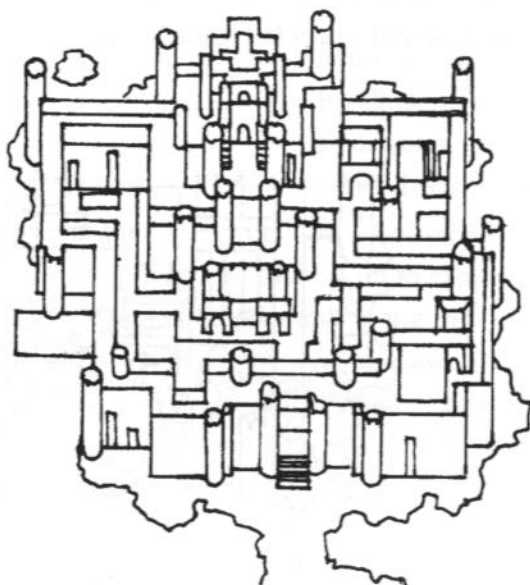


Figure 7.38
Although it will bring back many memories for Cyan, more bad than good, you must return here and stay the night.

Completing the Quest

Location: Dungeon of Dreams

Treasures:	Genji Gloves, Flame Shield, Metal Fragment, and Ice Shield
Shop List:	None
Scenario:	Perhaps only in sleep can one enter the Dungeon of Dreams (in other words, this is essentially a dream sequence, but it is still crucial to the game's ultimate solution). After all, sometimes we solve problems in our sleep and such seems to be the case here.

Once inside the Dungeon of Dreams, locate your companions who have been grabbed by the Dream Stooges. Once you've gathered them together, head to a small room, where you encounter the Dream Stooges, who are obviously inspired by the former American comedy group, the Three Stooges, and battle them. (No, no pie fights.)

When the Stooges have been defeated, go through a door and you will find yourself on board a train. Move from car to car and locate the switches that will rearrange the train seats. When you have solved this puzzle, you will be transported to a mountainous area. Head south, then follow the pathway back to your point of origin. Walk backwards and you will find yourself on a small pathway with a bridge. Exit to the west. When you find

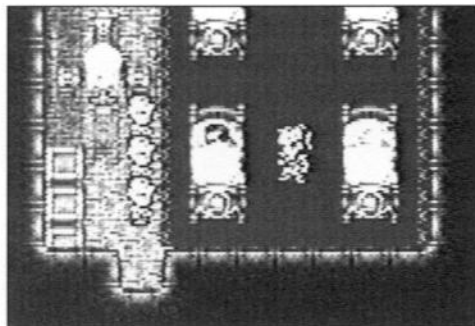


Figure 7.39
You will face the Stooges –
in your dreams!



Complete Final Fantasy III Forbidden Game Secrets

the first set of six treasures, notice the pattern in which they're open and closed. The next six must be arranged in exactly the same pattern. Also note the switches.

Location: Duncan's House

Treasures:	Could be (see special list at the end of the chapter)
Shop List:	None
Scenario:	Go to Duncan's House, where Sabin will learn his final special technique from Master Duncan. You can explore and, oh, by the way, this house is hidden in a tree.

Location: Cave of Eboshi Rock

Treasures:	See special list at the end of the chapter
Shop List:	None
Scenario:	On an island just north of Thamasa, you will find this isolated location. Go north, step on the pressure plate, open the secret passageway, and face Boss Hidoon. Defeat him and learn some extremely important Blue Magic.



Completing the Quest

Location: Colosseum

Treasures: None

Shop List: None

Inn: 400

Scenario: This is the location to visit when you want to earn weapons and other valuable items by fighting in the arena. Ever since the debut of the World of Ruin, monsters from all over the world have begun showing up here to test their fighting prowess, blow off steam, and, in general, enjoy a few contact sports. As always in such situations, the winner gets the glory and the prizes, and the loser is generally dragged out in a burlap body bag.

Some killer weapons can be won here if you're smart and know how to handle yourself. Feel free to visit any time—well before this point in the scenario, in fact. Oh, and if you couldn't save Shadow before the Floating Continent crumbled, you may find him here—if you find the special item he seeks.

Location: The Last Dungeon

Treasures: Force Shield, Force Armor, Red Cap, Last (Megalixer) Elixir, Rainbow Brush, Crown, Ribbon, Nutz Suit, Gauntlet, Hero's Ring, Aegis Shield, and Loaded Dice

Shop List: At this point, Grasshopper, the last thing you should be worried about is shopping.

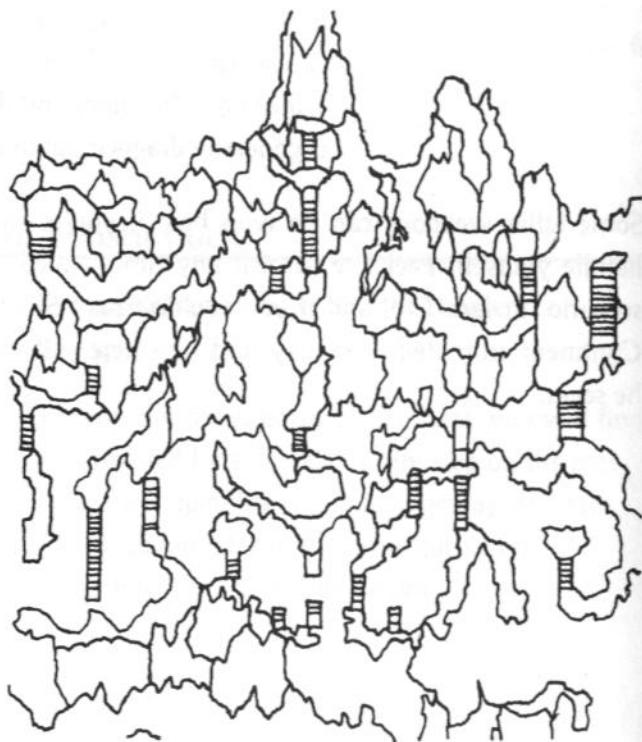
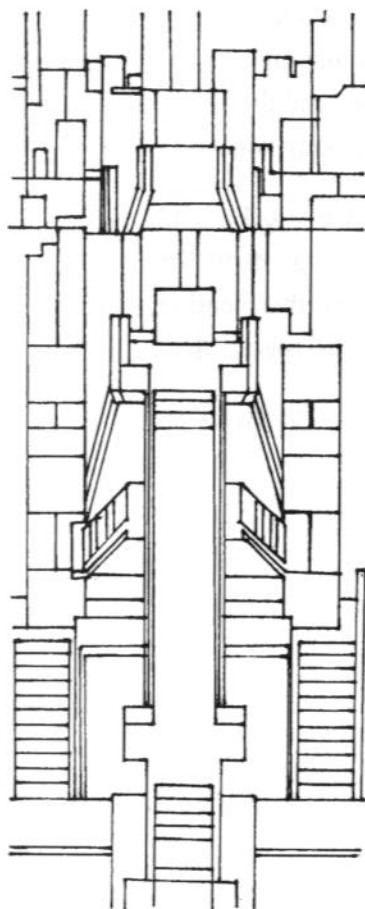


Figure 7.40
Your quest is almost at an end. To complete the final portion, use these maps and maneuver your three parties into position to face Kefka together.

Completing the Quest

Scenario: If you haven't already fought Doom Gaze and defeated him, do so now. (Cruise the southeast area of the World of Ruin in your airship, that's generally where he hangs out. And don't worry—he'll find you.)

Also, if there aren't at least 12 members in your party, get your act together. Before you even consider entering this location, at least six characters should be Level 60 or higher and none should be lower than Level 55.

Most if not all characters have earned high-end magic by this point, so make sure you're ready to rock and roll. The monsters here are not to be trifled with; serious contenders only. Now, if you're still convinced that you're ready to finish this off, set a heading for Kefka's Tower—this location is accessible only by airship.

The Final Party

Split up your characters into parties. Our suggestions are as follows:

Team 1: Terra, Edgar, Sabin, Mog

Team 2: Locke, Celes, Go Go, Setzer

Team 3: Shadow, Strago, Relm, Umaro

The scenario can succeed without set-ups, but we found this grouping to be ideal. Make sure all relics and Espers are equipped and that you have a full supply of everything.

Start with Team 3: Go to the southernmost exit of the mountain that houses the Dungeon. Exit north. Once inside the mountain, exit to the west, then head downstairs and exit at the north end of the chamber. Attempt



Complete Final Fantasy III Forbidden Game Secrets

to go downstairs and fight Boss Inferno. If you defeat him, head downstairs and exit to the south, then also take the next exit south.

Outside the mountain, take the path to the southwest and touch the star.

Control Team 1: Follow the passageway to the southwest exit. Then take the second conveyor belt down and exit at the right. Follow the pathway north, then west, then exit to the south. Follow the path south, exit to the east, and wait.

Control Team 2: Exit to the west, head north, then go down the next two stairways and exit at the south corner. Go south, then west to the last door, then take on Boss Atma. Use the Save point. Exit south, back into the Save room, then exit south again. Go up two flights of stairs and exit to the north. Take the second pipe north and exit west. Go south and exit to the west at the base of the mountain. Go downstairs and step on the pressure plate.

Control Team 1: Exit south, then exit at the far east portal. Take the pathway to the northeast and exit south. Follow the path to the north.

Control Team 2: Exit at the top of the stairs and go east up to another set of stairs. Exit north up the stairs. Then go north, and north again, then face the Boss



Completing the Quest

Golden Dragon. Exit at the southwest corner, then exit south. Make your way back to the far southeast entrance of the outer mountain. Once inside, take the exit west, then go downstairs, and take the conveyor belt going south. Exit at the southwest corner, then head south. Outside the mountain, take the pathway south and enter through the north entrance. Go north, and north again, then fight Boss Skull Dragon. Defeat him, exit to the northeast, follow the path west, and exit to the south.

All three parties meet up at the foot of the stairs. Move Teams 2 and 3 up to the two pressure plates that flank the platform jutting to the north. This allows a door to open at the north end, and Team 1 should enter through the open passageway. Once they've entered, work your way around the pathway in serpentine fashion and exit to the south. There you'll find a pair of weights. Replace Team 2 with a weight and repeat the process with Team 3. This makes a stairway appear. Take all three parties into the first inner chamber.

Stepping on pressure plates, open the doors in order to move to next section. All the parties then travel due north along parallel paths, encountering Monsters and Bosses along the way, until they enter special Save room areas. Save at least one party to memory at this point, then drop through the access portal just beyond the Save point. Each party will appear in a large chamber. When all three parties move north and step onto the three pressure plates, the final fun begins.

It isn't too hard from this point, so we'll leave you to finish the process on your own. The Speedwriter's memory has begun to fade . . .



High-End Stores

At the final locations, you will find that items have become available that could never before be purchased. Below is a fairly complete list of those later-level shops and prices.

Weapon Shop

Trident:	1,700
Heavy Lance:	10,000
Enchanted Sword:	10,000
Golden Spear:	12,000

Item Shop

High Potion:	300
Ether:	1,500
Eye Drops:	50
Echo Smoke:	120
Fenix Down:	500
Holy Water:	300
Elixir:	1,000
Tent:	1,200

Armor Shop

Diamond Shield:	3,500
Priest's Hat:	3,000
Green Beret:	3,000
Diamond Helmet:	8,000
Earth Dress:	6,000
Diamond Breastplate:	12,000
Diamond Armor:	15,000

Completing the Quest

Relic Shop

Goggles:	500
Star Pendant:	1,000
Fairly Ring:	2,000
Amulet:	5,000
Elmes's Shoes:	7,000
Reflection Ring:	6,000
Angel's Ring:	8,000
Princess Ring:	3,000

Weapon Shop

Darts:	10,000
Dice:	5,000
One-Shot Dart:	13,000
Enhance Sword:	10,000
Golden Spear:	12,000

Armor Shop:

Diamond Shield:	3,500
Priest's Hat:	3,000
Green Beret:	3,000
Diamond Helmet:	8,000
Diamond Breastplate:	12,000
Diamond Armor:	15,000

Armor Shop

Crystal Shield:	7,000
Crystal Helmet:	10,000
Promised Veil:	9,000
Black Clothes:	13,000



Complete Final Fantasy III Forbidden Game Secrets

College Robe: 13,000

Crystal Mail: 17,000

Weapon Shop

Gravity Rod: 13,000

Sword Breaker: 16,000

Pharushion: 17,000

Weapon Shop:

Man Eater: 11,000

Resistance: 13,000

Crystal Sword: 15,000

Sniper: 15,000

Armor Shop:

Circlet: 7,000

Black Cap: 7,500

Crystal Helmet: 10,000

Black Clothes: 13,000

Relic Shop

Princess Ring: 3,000

Giant Iron: 5,000

Protection Ring: 5,000

Angel's Wing: 5,000

Weapon Shop

DaVinci's Paintbrush: 7,000

Gravity Rod: 13,000

Holy Rod: 12,000

One-Shot Dart: 13,000

Golden Spear: 12,000

Man Eater: 11,000



Completing the Quest

Armor Shop

Mystic Veil:	5,500
Circlet:	7,000
Black Cap:	7,500
Lighting Robe:	11,000
Diamond Breastplate:	12,000

Relic Shop

Barrier Ring:	800
Special Ring:	2,000
Reflection Ring:	6,000
Jewel Ring:	2,000
Princess Ring:	3,000
Protection Ring:	5,000
Peaceful Ring:	3,000
Angel Ring:	8,000

Weapon Shop

Poison Rod:	1,500
Trident:	1,700
Boomerang:	4,500
Morning Star:	5,000
Hawkeye:	6,000
Cherry Blossom Wind:	3,200
Gold Shield:	2,500
Priest's Hat:	3,000
Green Beret:	3,000
Mythrial Helm:	2,000
Tiara:	3,000
Gold Helm:	4,000



Complete Final Fantasy III Forbidden Game Secrets

Mythrial Mail: 3,500

Power Sash: 5,000

Relics Shop

Earring: 5,000

Sniper Eye: 3,000

Elmes's Shoes: 7,000

Reflection Ring: 6,000

Black Belt: 5,000

Armor Shop

Gold Shield: 2,500

Tiara: 3,000

Gold Helm: 1,000

Tiger Mask: 2,500

Mystic Veil: 5,500

Gold Armor: 10,000

Power Sash: 5,000

Earth Dress: 6,000

Relic Shop

Earring: 5,000

Sniper Eye: 3,000

Elmes's Shoes: 7,000

Reflecting Ring: 6,000

Black Belt: 5,000

Weapon Shop

Mythrial Rod: 500

Fire Rod: 3,000

Ice Rod: 3,000



Completing the Quest

Ikazuchi Rod:	3,000
Darts:	10,000
Heavy Lance:	10,000
Morning Star:	5,000
Hawkeye:	6,000

Armor Shop

Gold Shield:	2,500
Tiara:	3,000
Gold Helm:	1,000
Tiger Mask:	2,500
Mystic Veil:	5,500
Gold Armor:	10,000
Power Sash:	5,000
Earth Dress:	6,000

Relic Shop

Earring:	5,000
Sniper Eye:	3,000
Elmes's Shoes:	7,000
Reflection Ring:	6,000
Black Belt:	5,000
Dragon Knight Shoes:	9,000
Sprint Shoes:	1,500
Flame Tan:	7,000
Ice Brand:	7,000
Thunder Blade:	7,000

Armor Shop

Gold Shield:	2,500
Priest's Hat:	3,000



Complete Final Fantasy III Forbidden Game Secrets

Green Beret:	3,000
Gold Helm:	4,000
Gold Armor:	10,0000

Relic Shop

Sprint Shoes:	1,500
Giant's Iron:	5,000
Earring:	5,000
Barrier Ring:	800
Mythrial Iron:	1,000
Knight's Rules:	2,500
Reflection Ring:	2,500
Jewel Ring:	2,000

Weapon Shop

Kaiser Knuckle:	1,000
Dark Claw:	2,500
Flame Tan:	7,000
Ice Brand:	7,000
Thunder Blade:	7,000
Buning Knuckle:	10,000

Armor Shop

Gold Shield:	2,500
Beret:	3,500
Tiger Mask:	2,500
Gold Helm:	4,000
Power Sash:	5,000
Gold Armor:	10,000



Completing the Quest

Relic Shop

Dragon Knight's Shoes:	9,000
Thief's Bracelet:	3,000
Black Belt:	5,000
Alarm Piece:	7,000
Sniper Eye:	3,000
Peaceful Ring:	3,000
Jewel Ring:	2,000
Amulet:	5,000

Weapon Shop

Loon Blade:	7,500
Flame Tan:	7,000
Ice Brand:	7,000
Thunder Blade:	7,000
Enhance Sword:	10,000

Armor Shop

Diamond Shield:	3,500
Priest's Hat:	3,000
Green Beret:	3,000
Diamond Helmet:	8,000
Earth Dress:	6,000
Power Sash:	5,000
Diamond Breastplate:	12,000
Etel:	1,500
Gold Needle:	200
Fenix Tail:	500



Complete Final Fantasy III Forbidden Game Secrets

Sacred Water:	300
Elixir:	1,000
Sleeping Bag:	500
Tent:	1,200

Relic Shop

White Cape:	5,000
Angel's Ring:	8,000
Soft Wind Coat:	7,000
Fast Hair Comb:	8,000
Hyper List:	8,000
Beads:	4,000
Amulet:	5,000
Princess Ring:	3,000

Chocobo House

One Ride:	80
-----------	----

Index

A

Abilities submenu, 32

Abolisher, 164

A button, 29

Aero spell, 63

Air Anchor, 48

Air Blade, 51

Air Force

 Laser Gun, 300

 Main Body, 300-301

 Missile Bay, 301

 Speck, 302

Air Knife, 124

Airship Blackjack. *See* Blackjack

Airship controls, 31

Airship Falcon, 415

Albrook, 16-17

 first trip to, 380-382

 second trip to, 396-398

Alexander, spells of, 79

Allosaurus, 165

Allo Ver, 164-165

Amount of Game Time Spent, 31

Amulet, 94

Ancient Castle, 23

 information about, 424-425

Anemone, 165-166

Anguiform, 166

Animal-Skin Cap, 115

Antidote, 92

Antidot(e) spell, 82

Antlion dance, 65

Apokryphos, 167

Aqua Breath spell, 63

Aquila, 167-168

Areneid, 168

Armor. *See also* Shopping

 list of, 99-109

Ashura, 144

Asleep status, 34

Assassin Dagger, 124-125

Atlas Armlet, 94

Atma, 302-303

Atma Weapon, 303



Complete Final Fantasy III Forbidden Game Secrets

Attack command, 36
AuraBolt, 50
Autocrossbow, 48
Avatar, the, 38

B

Back Guard, 94
Bahamut, spells of, 76
Balloon, 168-169
Bandana, 115
Banon, 7, 67
Barb-e, 169
Baren Falls, 10-11
Barrier Ring, 94
Baskervor, 170
Bastard Sword, 125
Battle/Message Speed, 33
B button, 29
Beads, 95
Beaker, 170-171
Bearer Knife, 125
Beastfield, 11
Behemoth, 171
Behemoth Suit, 99
Best Equip attribute, 33
Betrayal at Krondor, 38-39
Big Guard spell, 63
Bio Blast, 48
Bio spell, 84
Bismark, spells of, 77
Black Belt, 95
Black Cap, 116
Blackjack, 16
 to the Enchanted Continent, 21
 information about, 379-380
Black Magic spells, 83-87
Black Ninja Suit, 99
Bleary, 171-172
Blinded status, 35
Blitz command, 32
Blizzard Orb, 95
Blood Sword, 126
Bloody Shield, 109-110
Bloompire, 172
Blow Fish spell, 63
Blue Dragon, 304
Blue Stooze, 324-325
Bogy, 173
Bolt spells, 84, 85
Bomb, 173-174
Bone Club, 158
Boomerang, 159
Boomerangs, list of, 159-161
Borras, 174
Bosses, list of, 199-345
Boss Snowman. *See* Umaro
Bounty Man, 174-175
Boxed Set, 175
Brainpan, 176
Brawler, 176-177
Break spell, 85
Bright Blade, 126
Brontaur, 177



Index

Brushes, list of, 154-155

Bserk spell, 88

Buckler, 110

Buffalax, 177-178

Bug, 178

Bum Rush, 51

Burning House, 400-401

Burning Knuckle, 147

C

Cadet, 179

Cape

White Cape, 99

Zephyr Cape, 99

Cap with Feather, 116

Carbunkl, spells of, 80

Cards, 155-156

Castle Doma, 8

information about, 426

Castle Figaro, 5, 25-26

first trip to, 353-354

second trip to, 412-413

Cat's-Ear Hood, 116-117

Cat Suit, 100

Cave In dance, 66

Cave in the Veldt, 417-418

Cave of Eboshi Rock, 428

Cave of Mt. Crescent, 12

information about, 370

Cave of the Beasts, 417-418

Cave to Ancient Castle, 424

Cave to South Figaro, 354

Cave to the Wall, 391-392

Celes Chere, 59

flails used by, 158-159

Cephaler, 179-180

Ceritops, 180

Chadarnook, 305

Chain Flail, 158

Chainsaw, 48

Change command, 36

Chaos Dragon, 181

Character's name, entry of, 30

Charm Bangle, 95

Chaser, 181-182

Cheating Dice, 156

Cherry Blossom Storm, 140

Chicken Lip, 182

Chitnoid, 183

Chocobo, 31

Chocobo Brush, 154

Chocobop, 58

Chocobo Suit, 100

Chronology of events, 26-27

Chrub Down, 95

Chrysanthemum, 144-145

Chupon, 306

Circlet, 117

Cirpius, 183-184

Clean Sweep spell, 63

Cleave, 56

Coin Toss, 95

Setze equipped with, 58



Complete Final Fantasy III Forbidden Game Secrets

Cole, Locke. *See* Locke Cole

Color attribute, 34

Colosseum, 22

information about, 429

Combat, 40

Combat button, 28

Combat commands, 36

Combat screen, 34-37

Combat status, 34-37

Commander, 184

Commando, 185

Commands

combat commands, 36

Menu commands, 31, 32-34

Completing the quest, 347-442

Conan the Barbarian series, 38

Condemned spell, 63

Config commands, 33

Confused status, 35

Controller attribute, 33

Control pad, 28-30

Cotton Robe, 100

Covert, 185-186

Crane

Left, 307-308

Right, 307

Crash-Hopper, 186

Crawler, 186-187

Crawly, 187

Critic, 188

Crown, 117

Crown of Thorns, 118

Cruller, 188-189

Crusader, spells of, 76

Crusher, 189

Crystal Helm, 118

Crystal Mail, 101

Crystal Orb, 95

Crystal Shield, 110

Crystal Sword, 126-127

Cure Ring, 95

Cure spells, 82

Curly, 308

Cursed Ring, 95

Cursed status, 35

Cursor attribute, 33

Cutting Wind, 145

Cyan Caramonde, 8, 55-56

attacks of, 55-56

Katana, list of, 144-147

Czarina Ring, 95

D

Dadama, 309

Dagger, 127

Dahling, 189-190

Dance command, 32

Dante, 190

Dark Claw, 148

Dark Force, 191

Dark Wind, 191-192



Index

- Darrill's Tomb, 415
 Darts, 156
 Davici Brush, 154
 Death Blow, 67
 Death Kiss, 305
 Death Timer, 35
 Debilitator, 48
 Defend command, 36
 Delta Bug, 192
 Demi spell, 85
 Desert Areas, 65
 Diamond Armor, 101
 Diamond Breastplate, 101
 Diamond Helm, 118
 Diamond Shield, 110-111
 Dice, 156-157
 Direction pad, 29
 Dirt Dragon, 309-310
 Discord spell, 63
 Dispatch, 55
 Dispel spell, 89
 Distance, 31
 Doberman, 192-193
 Doma, Castle. *See* Castle Doma
 Donaldson, Stephen, 38
 Doom (Boss), 310-311
 Doom Gaze, 311
 Doom spell, 85
 Dragon, 193
 Dragon Boots, 96
 Dragon Claw, 148
 Dragon Horn, 95
 Drain spell, 84-85
 Dried Meat, 92
 Drill, 48
 Drop, 194
 Dueller, 194-195
 Dullahon, 312
 Duncan's House, 428
 Dungeon of Dreams, 427-428
 Dusk Requiem, 66
- E**
- Earrings, 96
 Earth Blues, 66
 Earth Robe, 102
 Easy Shield, 111
 Echo Screen, 92
 Economizer, 96
 Edgar Figaro, 5, 47-48, 354
 tools, list of, 48
 Eleboss, 317-318
 Elf Fire dance, 65, 66
 Elixir, 92
 El Nino dance, 66
 Empire Castle, 19-20
 Empowerer, 56
 Encampment of the Empire, 7-8
 Imperial Camp information, 365
 Enchanted Continent, the, 21
 Enhance Sword, 127



Complete Final Fantasy III Forbidden Game Secrets

Enuo, 195
Equip submenu, 32
Esperoid, 24, 313
Espers, 3-4, 69, 70-73
 in Magical Research Institute, 18
 magic of, 39
 spells of, 73-81
Ether, 92
Evil Oscar, 195-196
Excalibur, 128
Exocite, 196
Exoray, 197
Exp. Egg, 96
Exploder spell, 63
Eyedrop, 92

F

Fairy Ring, 96
Fake Mustache, 96
Fanatics' Tower, 22
 information about, 419
Fenix Cave, 420-422
Fenix Down, 92
Fenrir, spells of, 81
Fidor, 197-198
Figaliz, 198
Figaro, Castle. *See* Castle Figaro
Figaro, King Edgar. *See* Edgar Figaro
Figaro, Sabin. *See* Sabin Figaro
Fighters, 69

Final Boss, 312-314
Final party, 431-433
Fire, 312-313
Fire Dance, 50
Fire Rods, 150
 Ice Dragon and, 318
Fire Slean, 92
Fire spells, 83
Flails, list of, 158-159
Flame Eater, 314
Flame Shield, 111
Flame Tan, 128
Flan, 198-199
Flare spell, 85
Flash, 48, 58
Floating Continent, 403-404
Float spell, 88-89, 313
Force Field spell, 63
Force Shield, 112
Forest of Illusion, 9
Forest Suite dances, 65
Fortis, 199
Fossil Fang, 200
Foulseum, 128-129

G

Gabbldegak, 200-201
Gale Hairpin, 96
Gambler's items, list of, 155-157
Gambling. *See* Setzer Gabbiani



Index

Garm, 201
 Gau, 60-61
 Gauge attribute, 33
 Gauntlet, 96
 Gem Box, 96
 General, 201-202
 General Leo, 8
 Genji Armor, 102
 Genji Glove, 96
 Genji Helm, 119
 Genji Shield, 112
 Ghost, 202
 Ghost Train, 9-10, 315
 information about, 367-368
 Gigantos, 203
 Gigon Toad, 203-204
 Gilomantis, 204
 Gloom Shell, 204-205
 Gloves
 Genji Glove, 96
 Mithril Glove, 97
 Thief Glove, 98
 Glow Lance, 136
 Gobbler, 205
 Goblin, 206
 Goddess, 315-316
 Goggles, 96
 GoGo, 67
 GoGo's Cave, 423-424
 Gold Armor, 102
 Golden Dragon, 316

Golden Sphere, 136-137
 Gold Hairpin, 96
 Gold Helm, 119
 Gold Shield, 112-113
 Golem, spells of, 79
 Graduess, 129
 Grand Train spell, 63
 Gravity Rod, 150
 Gray Magic spells, 87-89
 GreaseMonk, 206-207
 Great Behemoth, 207
 Great Sword, 129
 Green Beret, 119
 Green Cherry, 92
 Grunt, 207-208
 Guard, 208
 Guardian, 317
 Guard Ring, 97

H

Hades Gigas, 209
 Hair Band, 120
 Hairpins
 Gale Hairpin, 96
 Gold Hairpin, 96
 Harbor Nikeah, 12-13
 information about, 371-373
 town of, 407-409
 Harpia, 209-210
 Harpy, 210



Complete Final Fantasy III Forbidden Game Secrets

Harvester, 210-211
Haste spells, 88
Hawkeye, 159
Hazer, 211
H-Bomb, 58
Heal Rod, 150-151
Heavens Cloud, 145
Heavy Lance, 137
Helms, list of, 115-123
Hermit Crab, 212
Hero Ring, 97
Hero Shield, 113
Hiding Leaf, 142
Hidoon, 317-318
High-end stores, 434-444
Historical overview, 3-4
Holy Lance, 137
Holy Rod, 151
Hornet, 212-213
Howard, Robert E., 38
Huma Suriken, 139
Humpty, 213
Hyper Wrist, 97

I

Ice Attacks, 78
Ice Brand, 130
Ice Dragon, 318
Ice Rabbit dance, 67
Ice Rod, 151
Ice Shield, 113

Ice spells, 84
Ifrit, 319
 spells of, 75
Imperial Base, 391
Imperial Castle, 394-395
Imperial Commandos, 26
Imp spell, 89
Inferno, 319-320
Ing, 213-214
Innoc, 214
Inviz Edge, 92
Io, 215
Ipooh, 215-216
Iron Armor, 103
Iron Fist, 216
Iron Helm, 120
Iron Hitman, 216-217
Item command, 36
Items. *See also* Shopping
 gambler's items, 155-157
 list of, 92-94
Item submenu, 32

J

Jewel Ring, 97
Jidoor, 14
 information about, 375-377
Joker, 217
Joker Doom, 58
Junk, 218



Index

K

- Kaiser Knuckle, 148
- Karkass, 218-219
- Katana, list of, 144-147
- Katana Soul, 219
- Katon, 142-143
- Kefka, 321
 - Empire encampment and, 7-8
 - Espers and, 71-73
 - Last Dungeon and, 23-24
- Kempogi, 103
- Ketoo, 320
- King Edgar Figaro. *See* Edgar Figaro
- Kirin, spells of, 73
- Kiss of Death, 305
- Kitty dance, 65
- Kiwok, 219-220
- Knuckles, list of, 147-149
- Kohlingen, 13
 - information about, 413-414
- Kunai, 140

L

- L.3 Muddle spell, 63
- L.4 Flare spell, 64
- L.5 Doom spell, 64
- L.10 Magic, 220
- L.20 Magic, 221
- L.30 Magic, 221-222
- L.40 Magic, 222
- L.50 Magic, 222-223
- L.60 Magic, 223
- L.70 Magic, 224
- L.80 Magic, 224-225
- L.90 Magic, 225
- Lagomorph, 58
- Landslide dance, 66
- Land Worm, 225-226
- Large Shield, 114
- Larry (Purple Stooge), 321-322
- Laser Armor, 103
- Laser Gun, 300
- Last Dungeon, 23-24
 - information about, 430-431
- L button, 29
- Leader, 226, 322
- Leafer, 227
- Left Arm of Inferno, 320
- Left Crane, 307-308
- Leo, General, 8
- Lethal Weapon, 227-228
- Levitate status, 35
- Life spells, 82
- Lightning, 300
- Light Robe, 104
- Lizard, 228
- Lobo, 228-229
- Locke Cole, 45-46
 - boomerangs used by, 159-161
 - Kohlingen, 13
- Loom Blade, 130



Complete Final Fantasy III Forbidden Game Secrets

Lord of the Rings series, 38

Lore command, 32

Love Sonatas, 66

L? Pearl spell, 64

Lunaris, 229

Luridan, 230

M

Madam, 231

Mad Oscar, 230-231

Magic, 4, 39

Magical Brush, 154-155

Magical Research Institute, 18

Magic command, 36

Magicate, 58, 70, 72, 92

Magic Leader's Robe, 104

Magic List attribute, 33

Magic Stones, 37, 70

Magic Urn, 233-234

Magi Master, 323

Magi-Tek Factory, 386-387

Magi-Tek Research Facility, 388-389

Mag Roader (1), 231-232

Mag Roader (2), 232

Mag Roader (3), 233

Main Body, 300-301

Main Menu screen, 31-34

Maliga, 234

Mandrake, 234-235

Man Eater, 130-131

Mantodea, 235

Mantra, 51

Maps of the world, 52-53

Maranda, 18

first trip to, 384-385

second trip to, 416

Marshall, 324

Marvel Shoes, 97

Masamune, 146

Master Pug, 236

Maudin, spells of, 78

Mechanics of play, 28-37

Mega Armor, 236-237

Mega Flare, 58

Megalixir, 92

Menu commands, 31, 32-34

Merit Award, 97

Merton spell, 86-87

Mesosaur, 237

Metal Knuckles, 149

Meteor spell, 86

Mind Candy, 237-238

Mine, 131

Minerba Vische, 104-105

Mirage Vest, 105

Misfit, 238

Missile Bay, 301

Mythrial Glove, 97

Mobliz, 11

information about, 368-369

Orphan's House, 406-407

Moe (Blue Stooze), 324-325



Index

Mog, 64-65
 dances of, 65-67
 Moggle Suit, 105-106
 Mogs, 4
 Money, 31
 Monsters
 in the Enchanted Continent, 21
 list of, 162-297
 Moogle Charm, 97
 Morning Star, 158-159
 Mt. Crescent, Cave of, 12
 Mt. Koltz, 6
 information about, 357-358
 Mt. Zozo, 416-417
 Mover, 239
 M-Tek Armor, 239-240, 325
 Muddle spell, 88
 Murasame, 146
 Muscle Belt, 97
 Mute spell, 88
 Mutsunokami, 146-147
 Mystic Veil, 120
 Mythrial Claw, 149
 Mythrial Knife, 131
 Mythrial Mail, 106
 Mythrial Plate, 106
 Mythrial Rod, 152
 Mythrial Shield, 114
 Mythrial Sphere, 138
 Mythrial Sword, 132

N

Name of character, entry of, 30
 Narshe, 4
 first trip to, 350-352
 frozen Espers in, 25
 second trip to, 373-374
 third trip to, 389-391
 Nastidon, 240
 Naughty, 240-241
 Nautiloid, 241
 Neck Hunter, 242
 Necromancer, 242-243
 Nerapa, 326
 Night Shade, 243
 Nikeah Harbor. *See* Harbor Nikeah
 Ninja, 243-244
 Ninja Robe, 106
 Ninja weapons, 140-142
 Nintendo's *Zelda* series, 39
 Noise Blaster, 48
 Number 024, 327
 Number 128 (Center), 327-328
 Number 128 (Left Blade), 328
 Number 128 (Right Blade), 329
 Nutz Suit, 107

O

Odin, spells of, 76
 Offering, 97



Complete Final Fantasy III Forbidden Game Secrets

Oganix, 132
One-Shot Darts, 157
Opera House, 15-16
 information about, 378-379
Orog, 244
Osmose spell, 89
Osprey, 245
Outdoors button, 28
Outsider, 245-246
Over Crunk, 246
Over-Mind, 246-247
Owser's Residence, 418-419

P

Palidor, spells of, 75
Pan Dora, 247
Parasite, 248
Parasoul, 248-249
Pause command, 36
Peace Ring, 97
Pearl spell, 85
Pearl Storm, 79
Pearl Wind spell, 63
Peepers, 249
Pep Up spell, 63
Petrified Queen, teardrop from, 76
Phantom, spells of, 81
Phantom Forest, 9-10
 information about, 366
Phase, 249-250
Phoenix, spells of, 75
Phunbaba Boss, 329-330
Phunbaba (Second Appearance), 330
Pipsqueak, 250
Piranha, 251
Plasma dance, 65, 66
Pledge Veil, 121
Plot of game, 38-39
Pluto Armor, 251-252
Pm Stalker, 252
Pod Bracelet, 97
Poisoned status, 35
Poison Frog dance, 66
Poison Rod, 152
Poison spell, 84
Poltergeist, 330-331
Poltergeist Card, 157
Poppers, 252-256
Potion, 93
Power Demon, 253
Power Lance, 138
Power Sash, 107
Presenter, 254
Prices at later level, 434-442
Priest Hat, 121
Primordite, 254-255
Princess Dress, 107-108
Prometheus, 255
Proto Armor, 255-256
Prussian, 256
Psychot, 257
Pterodon, 257-258
Pug, 258



Index

Pummel, 50
 Punisher, 152-153, 258-259
 Purple Stooze, 321-322

Q

Quadra Slam, 56
 Quadra Slice, 56
 Quake spell, 86
 Quartr spell, 86
 Quasar spell, 63
 Quick spell, 88

R

Rage command, 32
 Rage dance, 65
 Rage Ring, 97
 Ragnarok, spells of, 79
 Ragunia Lock, 132-133
 Raiden, spells of, 76
 Raijin, 143
 Raijin Shield, 114-115
 Rainbow Brush, 155
 Rain Man, 259
 Ralph, 260
 Ramuh, spells of, 77
 Rasp spell, 88
 R button, 29
 Red Cap, 121
 Red Dragon, 331
 Red Jacket, 108
 Red Stooze, 308
 Red Wolf, 260-261
 Reflect spell, 63, 89
 Regen(eration) spell, 83
 Relic Ring, 98
 Relics. *See also* Shopping
 commands, 33
 list of, 94-99
 Relm Arrowny, 61-62
 brushes used by, 154-155
 rods used by, 150-153
 Remedy, 93
 Remedy spell, 82
 Rename Card, 93
 Repo Man, 261
 Retainer, 261-262
 Retort, 56
 Returners' Hideout, 7
 information about, 359-360
 Mt. Koltz, 6
 Revenge spell, 63
 Revivify, 93
 Rhinotaur, 262
 Rhinox, 263
 Rhobite, 263-264
 Rhodox, 264
 Rhyos, 264-265
 Ribbon, 98
 Rider, 265, 332
 Riest, Raymond, 39
 Right Arm of Inferno, 320
 Right Bringer, 133
 Right Crane, 307



Complete Final Fantasy III Forbidden Game Secrets

Rings

- Cure Ring, 95
- Cursed Ring, 95
- Czarina Ring, 95
- Fairy Ring, 96
- Guard Ring, 97
- Hero Ring, 97
- Jewel Ring, 97
- Peace Ring, 97
- Rage Ring, 97
- Relic Ring, 98
- Sneak Ring, 98

Rippler spell, 63

Rising Sun, 160

Rizopas, 332

Rods, list of, 150-153

Rough, 320

Roulette spell, 63

Round Moon Ring, 160

Royal Crown, 122

Run Away command, 36

Running Shoes, 98

S

Sabin Figaro, 49-51

 blitz attack of, 50-51

 knuckles used by, 147-149

Safe spell, 88

Safety Bit, 98

Samurai, 266

Sand Horse, 266-267

Sandstorm dance, 65

Sasuke, 140-141

Saving the game, 30

Scan spell, 87

Scorpion, 267

Scrapper, 267-268

Scrolls, list of, 1440142

Scullion, 268

Sea Flower, 269

Select button, 29

Setzer Gabbiani, 57-58. *See also*

 Blackjack

 gambler's items used by, 155-157

 special techniques of, 58

Setzer's flying airship. *See* Blackjack

7-Flush, 58

Shadow, 54

 Ninja weapons used by, 140-142

Shadow Edge, 93

Shadow's Double, 143

Shadow Sewing, 141

Shakespeare, William, 69

Shell spell, 89

Shields, list of, 109-115

Shiva, 333

 spells of, 78

Shoat, spells of, 77

Shoes

 Running Shoes, 98

 Sprint Shoes, 98



Index

- Shopping, 37
 - in Albrook, 380-382, 396-397
 - in Blackjack, 379-380
 - in Castle Figaro, 353-354, 412
 - in Harbor Nikeah, 371-372
 - in Harbor Town Nikeah, 407-409
 - high-end stores, 434-442
 - in Jidoor, 375-376
 - in Kohlingen, 413-414
 - in Maranda, 384-385
 - in Mobliz, 368-369
 - in Narshe, 350-352, 373-374, 389-390
 - in Returners' Hideout, 359
 - in Solitary House, 364
 - in South Figaro, 356-357, 361-362, 410
 - in Thamasa, 398-399
 - in Tzen, 382-383
 - in Vector, 385, 393
- Shuriken, 139
- Shurikens, list of, 139
- Silk Robe, 108
- Sir Behemoth (Dead), 333
- Sir Behemoth (Undead), 334
- Siren, spells of, 81
- Skull Dragon, 334-335
- Sky Armor, 269-270
- Sky Base, 270
- Sky Cap, 270-271
- Slam Dancer, 271
- Slash, 56
- Sleeping Bag, 93
- Sleep spell, 88, 89
- Slow spells, 87-88
- Slurm, 272
- Small Knife, 141
- Smoke Bomb, 93
- Snake Deep, 370
- Snare dance, 66, 67
- Sneak Ring, 98
- Sniper, 160
- Sniper Sight, 98
- Snowball dance, 67
- Snowman. *See* Umaro
- Snowman Jazz dances, 67
- Snow Muffler, 108-109
- Soft, 93
- Soldier, 272-273
- Solitary House, 364
- Solitary Island, 405
- Sonic Boom dance, 66
- Soul Dancer, 273
- Soul Savers, 133-134, 336
- Sound attribute, 33
- Sour Mouth spell, 63
- Southern Cross spell, 313
- South Figaro, 5-6
 - Cave to, 34
 - first visit to, 355-357
 - second visit to, 360-363
 - third visit to, 410-411



Complete Final Fantasy III Forbidden Game Secrets

Spears, list of, 136-139
Special Forces, 273-274
Speck, 302
Specter dance, 66
Spiraler, 51
Spit Fire, 274
Sprint Shoes, 98
Squaresoft, 1
Sraphim, spells of, 74
Starlet, spells of, 74
Star Pendant, 98
Start button, 28
Starting the game, 30
Status commands, 33
Steel Sword, 134
Step Mine spell, 63
Still Going, 275
Still Life, 275-276
Stone spell, 63
Stone status, 36
Stop spell, 88
Storm Dragon, 336-337
Strago Magus, 62-64
 list of Blue Magic spells, 63-64
Stragos
 flails used by, 158-159
 rods used by, 150-153
Strategy for completing the quest, 349-350
Stray, spells of, 80
Stray Cat, 276
Stunner, 56
Suiton, 143-144

Sun Bath dance, 65, 66
Super Ball, 93
Suplex, 50
Surge dance, 67
Suriander, 276-277
Swoon status, 36
Sword Breaker, 134-135
Swords
 list of, 124-136
 technique command, 32

T

Tap Dancer, 277
Tapir dance, 66
Telstar, 278
Templar, 278-279
Tent, 93
Tentacle
 Bottom Left, 339
 Bottom Right, 338
 Upper Left, 338
 Upper Right, 337
Terra Branford, 44-45
 flails used by, 158-159
Terrato, spells of, 80
Test Rider, 279
Thamasa, 20
 information about, 398-400
Thief Glove, 98
Thief Knife, 135
Thomas Covenant series, 38

Index

- Thunder Blade, 135
- Thunder Edge, 93
- Thunder Rod, 153
- Tiara, 122
- Tiger Fang, 149
- Tiger Iron, 147
- Tiger Mask, 122-123
- Tincture, 94
- Tintinabar, 98
- Toe Cutter, 279-280
- Tolkien, J.R.R., 38
- Tomb Thumb, 280
- Tonic, 94
- Transparent status, 36
- Trapper, 281
- Travel, mechanics of, 31
- Treasures, 40
 - of Albrook, 380, 396
 - of Ancient Castle, 424
 - of Burning House, 400
 - of Castle Figaro, 353, 412
 - of Cave in the Veldt, 417
 - of Cave of Mt. Crescent, 370
 - of Cave of the Beasts, 417
 - of Cave to Ancient Castle, 424
 - of Cave to South Figaro, 355
 - of Cave to the Wall, 391
 - of Darrill's Tomb, 415
 - of Dungeon of Dreams, 427
 - of Encampment of the Empire, 365
 - of Fanatics' Tower, 419
 - of Fenix Cave, 420
 - of Floating Continent, 403
 - of Ghost Train, 367
 - of GoGo's Cave, 423
 - of Harbor Nikeah, 371
 - of Harbor Town Nikeah, 407
 - of Imperial Base, 391
 - of Imperial Castle, 394
 - of Jidoor, 375
 - of Kohlingen, 413
 - of Last Dungeon, 430
 - of Magi-Tek Factory, 386
 - of Magi-Tek Research Facility, 38
 - of Maranda, 384
 - of Mobliz, 368
 - of Mt. Koltz, 357-358
 - of Mt. Zozo, 416
 - of Narshe, 350, 373, 389
 - of Owser's Residence, 418
 - of Returners' Hideout, 359
 - of Snake Deep, 370
 - of South Figaro, 355, 360-361, 419
 - of Thamasa, 398
 - of Tzen, 405
 - of Umario's Cave, 422
 - of West Mountain, 401
 - of Zozo, 377
- Triangle Cap, 123
- Trident, 138-139
- Trilium, 281-282
- Trilobiter, 282
- Tritoch, 339
 - spells of, 77



Complete Final Fantasy III Forbidden Game Secrets

Trixter, 282-283
Trooper, 283
True Knight, 99
Tunnel Armor, 340
Tusker, 284
Twisted Towel, 123
Tzen, 17
 first trip to, 382-384
 second trip to, 405-406

U

Ultima series, 38
Ultima spell, 80, 86
Ultimate Weapon, 136
Ultros, 340-341
 Fourth Appearance, 342
 Second Appearance, 341
 Third Appearance, 341-342
Umaro, 67, 335
 flails used by, 158-159
Umaro's Cave, 422-423
Unicorn, spells of, 73
Uroburos, 284-285
Ursus, 285

V

Vanish spell, 89
Vaporite, 285-286
Vargas, 343
Vectaur, 286-287

Vector, 18-19, 25
 first trip to, 385-386
 second trip to, 393
Vector Pup, 287
Vetagoyle, 287-288
Veteran, 288
Vinder, 289
Vomammoth, 289-290
Vulture, 290

W

Wall Ring, 312
Wand Attack, 142
War of the Magi, 3, 71
 Ancient Castle and, 23
Warp spell, 89
Warp Stone, 94
Water Rondo, 66
Water Slean, 94
Weapons. *See also* Shopping
 armor, list of, 99-109
 boomerangs, list of, 159-161
 brushes, list of, 154-155
 flails, list of, 158-159
 gambler's items, list of, 155-157
 items, list of, 92-94
 Katana, list of, 144-147
 knuckles, list of, 147-149
 relics, list of, 94-99
 rods, list of, 150-153
 scrolls, list of, 1440142



Index

shields, list of, 109-115
 shurikens, list of, 139
 spears, list of, 136-139
 swords, list of, 124-136

Weed Feeder, 290-291

Were-Rat, 291-292

West Mountain, 401-402

Whelk, 343-344

Whisper, 292

White Cape, 99

White Dragon, 344

White Dress, 109

White Magic spells, 82-83

Whump dance, 66

Wild Bear dance, 65, 66

Wild Cat, 292-293

Window Style attribute, 34

Wind Slash dance, 65

Wind Song dance, 65

Wing Edge, 161

Wirey Dragon, 293

Wizard, 294

Wizard Rod, 153

Wombat dance, 65

Woolly, 294-295

Wrexoul, 345

W.Wind spell, 86

Wyvern, 295

X

X button, 30

X-Ether, 94

X-Potion, 94

X-Zone spell, 87

Y

Y button, 30

Yetis, 4

Z

Zelda series, Nintendo, 39

Zephyr Cape, 99

Zombie status, 36

Zombone, 296

Zone Eater, 296-297

ZoneSeek, spells of, 79

Zozo, 14-15

information about, 377-378

Notes

Notes on the history of the United States
The United States was founded in 1776
The first President was George Washington
The first Congress met in 1789
The Bill of Rights was adopted in 1791
The Louisiana Purchase was made in 1803
The War of 1812 was fought between the United States and Great Britain
The Mexican War was fought between the United States and Mexico
The Civil War was fought between the Union and the Confederacy
The Reconstruction era followed the Civil War
The Progressive Era was a period of reform in the early 20th century
The Great Depression was a severe economic downturn in the 1930s
World War II was fought between the Allies and the Axis powers
The Cold War was a period of tension between the United States and the Soviet Union
The Vietnam War was fought between the United States and North Vietnam
The Civil Rights Movement was a struggle for equality for African Americans
The Space Age began in the late 1940s and early 1950s
The Vietnam War ended in 1975
The Watergate scandal led to the resignation of President Richard Nixon in 1974
The Iran-Iraq War was fought between Iran and Iraq in the 1980s
The AIDS crisis was a major public health crisis in the 1980s and 1990s
The Gulf War was fought between Iraq and a coalition of countries in 1990-1991
The Clinton administration was marked by the impeachment of President Bill Clinton in 1998
The 9/11 attacks on September 11, 2001, led to the War on Terror
The Iraq War was fought between the United States and Iraq from 2003 to 2011
The Obama administration was the first African American President of the United States
The Trump administration was marked by controversy and political turmoil
The Biden administration took office in January 2021

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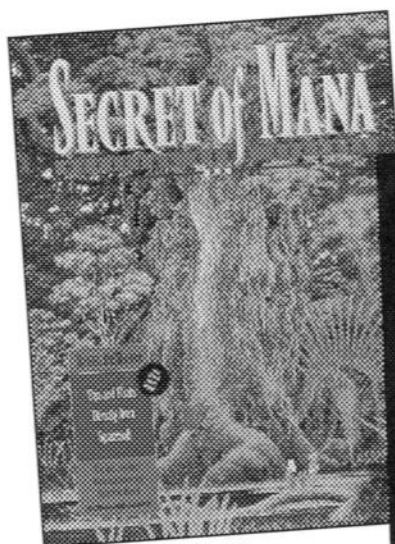
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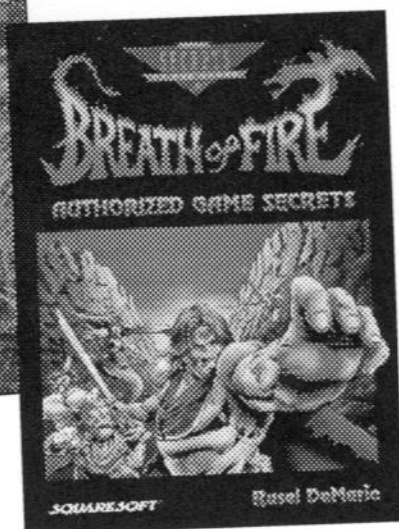
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Hayaku Kaku has been a video game player and rapid writer from an early age. He is an ancient Japanese game master.

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